

CD

# AMIGA

M A G A Z I N E

April 1992 £4.95 (US \$10.95) • CD-ROM • 600K • 48K • 640K • 1MB • 2MB

## Directory Opus 5.11

Revitalise your Amiga with  
this top file manager and  
Workbench replacement

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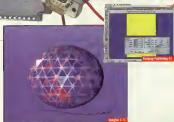
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# Tiny Troops

For all  
Amigas with  
1MB



This demo has three complete playable levels of the latest top strategy war game to hit the shelves.

- Thinking man's Cannon Fodder
- Works on all Amigas with 1MB
- Lots of miniature fighting fun



**C**over disk 105 has three complete playable levels of the latest war game from Virgin Software. A kind of thinking man's Cannon Fodder, it's a fine rough outline of a game to test. You've got to use all your best strategy plans, and put them into action properly otherwise you'll end up wiped out. Are you up for it? Can you take the challenge? Why not try out this demo and ask for yourself!

This demo has most of the options available in the finished game. You will not, however, be able

to load or save a game. But there is enough there to keep you busy for a while.

The aim of the demo is simple: kill or be killed. You've got a team of units, soldiers or your parented type, can choose either side which you must make your mind as to how to utilise them best to win.

Control is simple: either point or mouse, but it is best to use a mouse. Clicking on a soldier or egg will actuate it immediately. Your general will also give you a few handy hints before each battle as how to approach it best. Check out the box below to see what options are available. Cover disk 105 will run on all Amigas and is self-booting, all you have to



## What do I do then?

### Game Map

This is where you see the bigger picture. Click here if you want to scroll through the level to have a look at the bit of the level in where the enemy base is and if there are any scoring soldiers lurking about in out of the way places.



NO Fight/Flight

Game options. From left: show fighting actions, load/save game (as far as current impossible/impossible winning area), general status report, run home, close, trial war.

### Display Menu

Holding the left mouse button or joystick down enables you to select a group of units. Once you've done that you can choose one of those four functions to put them into. Display is a pretty handy one for finding the enemy.



The first move destroys attack, the enemy moves. Once you've chosen either, hold down the mouse button or joystick and drag it to where you want to attack or move to.







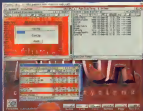
# DISK Directory

All Amigas with OS2  
or higher 1Mb RAM  
and hard drive required.

Once again CU Amiga Magazine  
brings you the very best software  
for your Amiga: Directory Opus  
5.11, live and uncut.

## What's a file manager?

- Although it offers many ways of enhancing your system, Directory Opus 5's main purpose is as a file manager. The aim is to make tedious tasks quicker, easier, and more automated. You can skip good-bye to typing long, repetitive strings into shell windows and hello to a slick graphical interface where you just point and click to get the job done.
- You can use Directory Opus 5 to launch programs, view files, slip up your hard drive, format disks and do many more things. Best of all, you can do them all at once because you almost never have to wait for one operation to finish before starting another.



# Opus 5.11

**B**e prepared to have your Amiga totally revolutionized by Directory Opus 5.11. This incredible on-disk file manager has come on its knees and匍匐ly crawled into it and now has so much more to offer. It not even act as a total Workbench replacement.

## Installation

Directory Opus 5 must be installed to a hard drive. You cannot run it from a floppy disk or the CD. To install, boot your Amiga as you usually do and wait for Workbench to load. Insert the cover disk or CD and double-click on the icon that appears for it on the Workbench screen. A window should appear with an icon called InstallOpus, which you should double-click on to begin the installation process. Or not, at all, to install. Directory Opus 5 by hand, you must use the installer script. At some stage in the installation you will be given a choice about how you want Opus to be

started when your machine boots. If you choose this, Replace Workbench, option your c:\LoadWB command will be removed to c:\LoadWB. Old and a new command will replace it which loads Opus. Making sure the shift key while booting will launch Workbench to load instead of Directory Opus. Should you need it, please note that you don't have to use Directory Opus 5 as a Workbench replacement. If you don't want to.

Directory Opus 5 is probably not what you are used to. Yes, you could use it as just like a desktop as Opus 4 style program, but you'd be wasting your time. Opus 5 is a new program and a new way of doing things. You must learn



## Converting Directory Opus 4 config files to the 5.11 version

Directory Opus 5 can convert configuration files used in Directory Opus 4 to the new format. To do this, select the 'Settings/Environment/Load...' menu item and show the file requester to your Opus 4 settings file. You will be given the option of which one of the configuration you wish to bring into Opus 5. The filename which you are asked for will be used in the names of the new settings files so that you can differentiate them from other files.





you had to use it and I think  
learning about justice is something  
else. You can't run, please make  
one of these spots about people  
people who have a story of how  
life is change and what it's like  
to be a person who is different. I  
want to see it all over.

Here's why what you were using before and why you came to for a couple of weeks. You may struggle with it at first, but it's worth it.

This guide seems to give you a quick introduction to how to use the features of Dictionary-Quint II. The default configuration is described but with the configuration options may be mentioned in places the details of their components are not. We may look further into advanced topics in future updates but, for the moment, this is no substitute for the 262-page, 1000-illustrated manual which you get when you buy Dictionary-Quint II, and the manual is not viewed entirely as target or, possibly, the new version and next 5.11.

## Related work

For instance, at the main Gmail window (by default), the first view always opens up a desktop window on the Macintosh screen. But it can be made into a normal window and moved to its own screen. You should see some faint icons here and there after the first step. If you click in the window (and it is possible to leave out items from any directory so that they are not visible directly on the main window). Applets, added by other programs will also appear there, and all of these things work as there on the other side, even though you are not used to having some Macintosh

What will get more to you is idea-  
des of programs, groups, which  
allow you to collect frequently  
used programs and data files in  
one place to get to place. Anyone  
who has used Windows 3.0 on the  
PC will know the idea. You can  
have all things grouped as you want  
to name it all but when you need  
one thing, there is a menu called

It's important to get a good idea of how the market is doing before you start trading. This is why we have a market overview section on our website. It gives you a quick look at the current market conditions and the latest news. You can also find out more about the different trading strategies and the risks involved. We want to help you make informed decisions and succeed in your trading.

If you don't want to put the profile on the window, load up the Windows preferences editor which came with MacBench and save the configuration out to a file. By default, it is written to:

Erre: you're not using it right on WinBench 3. You can then point Open to the 1 file in the Open Environment, select which you want from the Settings menu, or by pressing Right-Arrow 4. Open to 11 doesn't suggest pictures to look through (unless you follow the later version's clue).

In Dictionary Class 8.0 it is possible to make any of our device items end in 8.01 you are able to define different areas of the screen for displaying different types of icons. Windows 8.0/8.01 also allow several sequences to be displayed in various windows of Qtop. With Qtop events displaying a status for those using both programs. Usually Qtop 8.0 supports an 8.01 by allowing you to remove the buttons and labels from ports of your choosing giving it a much sleeker look.

## References

Let's see the most important elements of Discovery Capital. Their main job is to organize the contents of documents and allow you to get from operations on programs and files with them.

To again receive your car's  
 portion of the new direct shift in with  
 the LeasePlan name tag. Early  
 the letter will give you a device for  
 from which you can select extent.

Get by with a little on-line help

Although it is no substitute for the 202-page manual you will get if you buy Elementary Oxygen 5.0, the version of Elementary Oxygen provided comes with a full on-line help system. This will explain in a nutshell behind most elements of the program, including the configuration editors and push-down menus. It gets help on everything but the mouse and it gets the "help" key. If you do this over the main Oxygen window you will be able to get a summary list of all of the relevant commands of Oxygen.

For further help and advice regarding Open 5, feel free to Email [leo.devis@open5.net](mailto:leo.devis@open5.net) subject as uk (valid until July 1999). There is also a Directory Open 5 meeting list on the Internet. For updates, old-ones and other Open related bits and pieces be sure to look on [www.open5.net](http://www.open5.net) and at the Open web page [www.open5.net](http://www.open5.net) or [www.open5.net](http://www.open5.net).

Software and Low Download: <http://www.browsers.com.ua/gpsite/index.html>  
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# CD-ROM

## Super CD-ROM 9



**Welcome** to CUCCD and the new look CUCCD instructions page! CUCCD can be loaded from a CD32 or an A1200/3000 with adequate CD32 emulation. However, to allow you to use this CD just as well when you boot up from your own Workbench, we have included the RISCOS icon, which will make various changes to allow software to run from the CD. It also initiates MUI and the Workbench system - so don't be surprised if the look of your Workbench suddenly changes. It is all temporary and can be removed by clicking on the CD icon.

We have gone to a lot of effort to make things work when you click on them. Click on a picture icon, and a viewer loads up and displays the image. Click on a read and a multi-player page up and plays the data. As much as possible of the software will run from the CD as well. However, some things on the disc won't run when you click on them. There are several reasons for this. If it is a picture, or something an extension, you may not have enough memory. If it is a demo, it may clash with your system. If it is a utility it may need to be installed, and so on. If a program doesn't execute, and an error message comes up to explain what the problem is, then read the documentation.

In the case of games and demos, the problem you get is little complex. Many of these are written to an IDE (Ideal) feature, which means that they only can work on every half up. Run the boot software Workbench and try them. If this still doesn't work, have with an startup sequence and activate the program for the first. We will need to be unfortunately prohibited in AmigaDOS to do this.

The CD-ROM standard can be read by all computers. Files can be copied from the CD onto a PC formatted 32MB floppy disk on either a Mac or a PC and then transferred over to your Amiga via CrossDOS.

**Say hello to number nine in the CU Amiga Magazine 100% full, quality guaranteed CD series.**

### On the disks

#### Directory Opus

This includes conventional utility is the amazing Directory Opus 6.1.1. This directory handling utility is a step away from the normal directory tree type allowing multiple windows to be opened up and used rather than the traditional two. Check out our guide on pages 8 to 10 for full instructions.

Directory Opus needs to be installed onto your hard drive. We have not made it work from the CD because it really needs to be installed on your Workbench to operate properly. Just click on the install icon and follow the instructions. It is similar to the way the floppy sets on install.

On your clever CD burning types! The floppy disk set may have the same Opus as you have, but they don't have the Opus Extras directory! BAs of add-ons to turn your Opus into Opus plus. Read the end of our documentation for further details.

#### Tiny Troops

QOP here it is! You are in charge of some Robots. They are like tanks or something. Only someone has shown them to the size of ants. Your job is to lead them to victory against some other aliens. Someone has shown them too.

Anyway, you have this great battle with and the battlefield is someone's garden. You think it is making the up, don't you? You couldn't make it up. Well someone could, obviously, but blame Vulcan not me. Oh look, read all about it on page 8. OK? It's fun. You click on the icon to play it. That is all you need to know. Better me no more.



### The audio tracks

Stick CUCCD into a CD player and you'll see 4 tracks. Track 1 is the data. DON'T PLAY THIS! The other 3 tracks are music, music!

- Track 1: 3:15
- Track 2: 3:15
- Track 3: 3:15
- Track 4: 3:15







**"World of A1200" & "Top 100 Games"  
CDs FREE with every CD ROM drive!!!**

## TOTAL MEMORY EXPANSIONS

42000 Infrared Flaring young star, Proxima Centauri b, is located 4.2 light years away from Earth. It is located in the constellation Alpha Centauri, which is the closest star system to Earth. The star is a red dwarf, which is a type of star that is smaller and cooler than our Sun. It is located in the constellation Alpha Centauri, which is the closest star system to Earth. The star is a red dwarf, which is a type of star that is smaller and cooler than our Sun. It is located in the constellation Alpha Centauri, which is the closest star system to Earth. The star is a red dwarf, which is a type of star that is smaller and cooler than our Sun.

## NEARLY DROUBLES THE SEEDS OF THE ALBINO

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**Model 1** *Log-likelihood* 110.000 *df* 1 *p* < 0.001 *N* 1000

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# News

## Next Generation Amiga About to be Released!

**poS and PLoS announce cooperation**

**P**LoS have announced that the PLoS1 will be ready for shipping within this year. The PLoS1 is a PowerPC based computer which will also at first have the 680 family of processors, running at 100 to 130MHz. These processors are compatible or faster or to the best PLoS1s. Currently quoted hardware specifications are:

- 680 available by the HYDRA control chip, with SCSI host control, additional serial ports, DRAM, compact disk and some main board I/O functions.

- Industry standard PCI and ISA busses, and PCI also occupied with a graphics card.
- 16-bit audio input and output.
- CPU module with 2 Gbit buffers and 1 Gbit cache for cache memory.

Although this hardware is more evolutionary than revolutionary, it fits into the Amiga line tradition, into the 90s with a computer which is, however, looking enough to be a very attractive computer for the power user. Although it doesn't have the spirit of the amazing Phase 5 Amiga, it is actually more than worth it.



system, it's not a very different design from the 10000.

The PLoS1 will run Linux and BeOS, the BeBox operating system, but most interestingly it will run poS, the AmigaDOS replacement operating system from PoDNO. German authors of Amiga software such as Clarifika and Manuscript Title: poS is said to be two thirds AmigaDOS compatible with Amiga C and C++ code recompiling in a single pass with very minor modifications. As a lot of utility software could be converted in minimum effort poS is an RTG system, which means, that it operates and should also be retrofitted into whatever card is plugged into the PCI slot. It will act as a PPC and 68000 systems, allowing great many platform (virtual) entry.

We hope to get our hands on a PLoS1 as soon as possible to have a proper look at it. In the meantime, such a peek can get some idea of what it's about from the schematic on the left. Keep it close for all the latest news in this exciting machine.

## CU Amiga Presents TFX

The legendary TFX will be on show exclusively in the CU Amiga Magazine stand during the forthcoming visit of the 9th Show. More before we reveal the details. The Amiga version of the next generation TFX computer was finished but then shelved indefinitely. It was to be shown at the 17th and 18th of May this year at London's Royal Hope, but broke on the way and even play TFX. This could well be the only public viewing of even just a small part of your dream machine.

Other exhibits at the show will include Power Design (Amiga FX and Amdin-40), Microsoft (with latest new Power Amiga system), HQ (Amiga color graphics system), and Apple (multimedia display).

CU Amiga will also be unveiling their new Amiga 2000 at the show. This is based on a 68000 motherboard housed in a tower case with seven Zero slots and two video slots. It comes with a 68000 CPU and 16Mb of fast RAM, a PLoS1 graphics card, a 100 hard drive and fast CD-ROM drive and a 16-bit sound card is also planned.

Do you need any more reasons to attend the show? We don't think so.



a first-time edition of what will make up PLoS1



# The Truth is out There... on CD-ROM

Sedwies • Back, Amiga move the internet: Women all the Web CD worth a look. Lady Justice is doing all it can to bring the Hidden Truth™ to the CD-ROM. The CD-ROM has a presentation of the world wide web (as it is) to offer from the CD-ROM. The CD-ROM has a presentation of the world wide web (as it is) to offer from the CD-ROM. The CD-ROM has a presentation of the world wide web (as it is) to offer from the CD-ROM.

Sedwies also says that Hidden Truth is a more Amiga friendly than Women of the Web and have put a lot of effort into



designing the title pages and links of the document. We will receive it at about 4000000 and hope to have a preview on an upcoming CD-ROM.

Sedwies may be contacted on tel: 01263 722 189.

# Amiga Ownership Latest

Most of you have planned to know that the moment of being and waiting to new, what is happening in the Amiga world who the new owners will be should be in or when this is going on.

February 20th 1997 is the day upon which the two dates of Amiga technologies are to announce the successful application for ownership of the Amiga.

Quik's is the only applicant that has been vocal about its bid to take over the Amiga and submit a bid that is not a bid to be the only applicant in January. Other companies applicants include Phase 5.

The closing date for bids was January 31st of this year, with all bids to be received by the 10 o'clock during February.

Quik's, the Canadian company that ran out the Amiga

manufacture of the Amiga, is a company that has a bid to take over the Amiga and submit a bid to be the only applicant in January. Other companies applicants include Phase 5.

They also announced that they would join the Amiga out of the home market. Although it may have seemed that our focus was a model of the video professional, we remain committed to maintaining the entry level Amiga line to the marketplace with 1997 features.

As you read this the February 20th announcement date will have passed and the Amiga may well at last have a new home. Whether or not that actually happens has not insured we bring you bang up to date with events in the next issue of CU Amiga Magazine.

# Into The Net

Word to those that have a CD-ROM for the internet: get into the Net. The Net is a place where you can get all the information for the beginner in the Net. It is a place where you can get all the information for the beginner in the Net. It is a place where you can get all the information for the beginner in the Net.

The disk contains an ultra fast and easy to use TCP protocol for the Net. It is a place where you can get all the information for the beginner in the Net. It is a place where you can get all the information for the beginner in the Net. It is a place where you can get all the information for the beginner in the Net.

Word Science has a bid to give out 50 copies of this disk to give away if you want a chance to win this disk. Send postcard to our usual address, marked into The Net and answer the following questions:

1. What is the origin of a spider web to spin a web?
2. What was the name given to a Roman gladiator who fought with net and trident?
3. Which American science fiction author coined the phrase "Cyberpunk"?

As ever, there is a prize for each of the winners. The prize is a copy of the book "The Net" by Word Science. The prize is a copy of the book "The Net" by Word Science. The prize is a copy of the book "The Net" by Word Science.

# Stop Press! Quake Amiga!

A claimed port of the PC hit Quake 5 on the Amiga. The word is that it is a copy of the PC version but the PC version you only need replace the executable file with a new one to run the Amiga. See the Amiga magazine for more information. (p. 10)



# News in brief

## CU Amiga has moved

CU Amiga Magazine has a new address: CU Amiga Magazine, 37-38 MB, Harlow, Isle of Dogs, London E14 6TE. Phone and fax numbers and email addresses have not altered. Check the masthead on the contents page for full details.

## Image Studio

We asked for it: image processing software rated as highly on your wish list for over 1000 according to our recent survey that we've wanted no time in bringing you the best examples of the genre. Next month's cover disk and CD will include the full version of Image Studio (see page 80).

## Survey results

We'll be bringing you the results of our reader survey in the next issue. Thanks to everyone who took time to fill in the survey. All that information goes a long way to helping us give you exactly what you want. We'll also be announcing the winner of the Peace Science poll, which will go to one lucky respondent picked at random from all the entries.

## Imagine 5.0

Imagine have just released version 5.0 of the Amiga. There had been some speculation that an Amiga version wouldn't be released, but the latest version is available at an amazing knock-down price of \$100 US. If they don't get sufficient interest at this price point they won't make any further Amiga releases. Imagine are on 001-813-425-0857 outside the US or toll-free on 1-800-338-0184 in the States.

## Turbo Print 5 upgrade

Word Development's (01322 527 800) are offering an upgrade from our Turbo Print 5 package for a reduced price, including a printed manual. This offer is open until April 30th 1997.

# Games Chart

This month's games chart is based on sales over the past month and is sponsored by Direct Software.

| R.  | Game                 | Score      |
|-----|----------------------|------------|
| 1.  | Capital Football     | Club Score |
| 2.  | Super Badmarks 2     | Goldfish   |
| 3.  | Serial Success 99-97 | Scoreline  |
| 4.  | Jet Strike           | Reigning   |
| 5.  | Smashline            | Goldfish   |
| 6.  | 100 Unknowns         | Micropress |
| 7.  | Gloom Deluxe         | Goldfish   |
| 8.  | SPB                  | Edge       |
| 9.  | Supra                | Mukoy      |
| 10. | Jet Pilot            | Mukoy      |



# Stateside News

[illegible]

**Abstract**

Cloud is a long-term development of productivity and has been part of plans for the Average American. It's why some 700,000 people use it to file their taxes, or to do shopping on Amazon. At Microsoft, Companies, it's more. Paul has joined up the global development of Cloud is a platform database. Super SuperCloud and is moving all SuperCloud users worldwide to upgrade to their new SuperCloud 9.1. So.

The many disinclines have cleared up some old bugs and are diligently working on future ones, and are missing this version in subsequent years of the software, that it has a future.

Upgraded prices range from \$2990 for users of the old SuperBase personal software down to \$1990 for users of the earlier dBase III 3 versions. (4) Hardware is not requiring (not of purchase), just the program's serial number as your computer's word name.

Mr. Hardaway has been an Argo only company since 1985 and is currently the publisher and developer of other business and professional sites at the Argo model, notably Retail Store1, which provides all the functions necessary to operate a retail operation on an Argo or Argo as a network. For more information call 800/376-2348, 80/30 or Fax 604/693-0047.

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Steve Cooper, owner of Supatronics, admitted he felt there was a lack of support in the US for customers looking for affordable software, and so started working with Soft Computers to distribute their products here to home users.

Life Omega has also begun importing Volcani lines, including the recently popular „JTP“ol Blues, and Sunset 450.

[illegible]

Agave vs. agave: Agave is the correct spelling for the plant native to the Americas, while agave is the correct spelling for the plant native to the Americas.

Seigriston is a three-a-credited income statement in assessing the company's income. It's also a

1. *Journal of the American Medical Association*, 1997; 277: 1033-1037.

For more information, contact  
Ralph B. Jones, Editor  
(800) 735-8629, [rbjones@pennstate.edu](mailto:rbjones@pennstate.edu)  
His post office address is: 100 University Park, PA 16802-1001



## Keyboard Facelift for the Amiga

Matrox's Amiga and Intelligent Components of London, Canada, tell us to choose the standard or new PC keyboard adapter that should make replacing aging work-out is-gone Amiga keyboards a much less time-consuming chore.

The IntelliMouse will allow you to track up to 100 dots and balls. PC clone keyboard, probably one of the ugliest things you've seen. The mouse is probably the

same AFA using a 10-key model as the new Windows keys are quite similar to the left and right Alt/Shift keys, which are used to:

All a prepared group of under £25 UK, the insert (B4) looks to be one of the easiest ways to replace an A-type keyboard to be the easiest in several times.

If you agree, please e-mail me on this subject or an upcoming issue of *CLJ*. Average magazine volume is about 200.

National Amiga is one of the world's largest online Amiga dealers with a shop in London. Contact for retail or sale in your National Amiga can be contacted on tel: 019-855-0780, e-mail: [info@nationalamiga.com](mailto:info@nationalamiga.com), fax: 019-855-0782. Visit [www.nationalamiga.com](http://www.nationalamiga.com) on the Web and Email [amiblog@nationalamiga.com](mailto:amiblog@nationalamiga.com).

## Atari emulator for the Amiga



Having now you  
know that the  
first guard  
between Ceph-  
lus and Actis was  
a death wish.

Though the old game was produced in Germany, you want to find large a brand to a game of Darts but you're misplaced or blown up your Age 2000: a 100% Affiliated team has produced the world's best players.

The Ariel Corporation, which finally passed away in 1986, was not without its accomplishments throughout its 30-plus year history. Successes and innovation that

video games throughout the 70s and into early 80s. Thanks to the combined efforts of the UK and the USA, however, the efforts need not go unrewarded.

Alan Hildridge of Warwick, England (developed an MSN 200 game-console emulator as his third year project at university. His efforts were for Linux, however not the Amiga. Microsoft, Microsoft, Microsoft...)

Secramento, California saw  
Hornby's work and took up the  
gauge. The result is the 2000  
calculator for AQA Arises, now  
available through Arises.

## New Techniques on the block

To fill the gap left by the abrupt cancellation of Video Toaster Lite and Lightwave Pro in early 1999, NewTek and AppleLink have co-sponsored the creation of a new application:

Neurologische, 10. Silber (10)  
Wochenstunden Pflicht und  
Lehrstuhlbereich

Scheduled for launch in the first half of 1997, the magazine intends to say that it will cover all topics relevant to NewTek's product line and provide close detailed coverage of NewTek's subsidiaries and their products.

As the time of price settlement drew near, the price fell to 57¢.

Current subscribers will receive five new issues (three quarterly issues for 1997 and two bi-monthly issues for 1998). Early subscribers, however, are promised a special (as yet unnamed) 11th issue.

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# The Best 50 Amiga Games Ever

**After much disagreement we've finally come up with a list of our all time favourite Amiga games that are still available. And here they are.**

## 400 Nick Dangerous

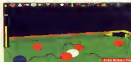
Nick Dangerous is a platformer from a people age where you play Nick, a kind of cut-out Indiana Jones. Try the one out for a bit of spine-tingling boulder escaping, rope swinging platform action or. How much you like this game may depend on how nostalgic you get for the old games but this is one of the few that is as good as you remember it being.

see 18

## 400 Hissidell 2

Isometric videos, that's what you need. Hissidell pushing a lot of bomb blowing its bit part of the deal with the bomb racing arcade adventure RPO kind of offer in which you find out what it's like to climb the barren wastelands of the north with little else but an oily goat skin to keep the wheels of your beast from freezing over.

also 14, 25



## 400 Railroad Tycoon

Sid Meier just says there's a third game in the plot. No game for the feeblewitted but sponsor this Railroad Tycoon is a game of railroad business management. As owner of a new railway line you must try to develop as much of a monopoly as you can, balancing the need to fast passenger transport with the difficulties of getting goods from where they are made to where they are wanted. One of the best business management games going.

also 14

## 400 Wings

It could be argued that this ageing Commodore release is a little short on the game play department, but it is not the most technically advanced game, or that is plain dull, but bang on a minute. Strap yourself into that first world war biplane and a terrific ride you'll have.

Starcraft and that stuff doesn't count is it? What matters is returning to battle having lost Genghis and Squalls to the game of the Germans and trying to keep a tear from your eye as the old warplane player leaves out another turn.

also 15

## 400 Demolition

Paul Winkler, follow us to the first classic Missionary that put you in an abandoned planet, searching a way to deal with the comet.

Demolition which is on a collision course. The 3D graphics look simplistic compared to today's offerings, but with less and effective.

This was one of those high-learn, play-learn, play-learn I was the sort of game that just went within my skin. Three week while spent in the you to travel around, and a little too sense of place.

also 15

## 400 James Pond2

An unusual combination of elements and platform action makes James in the Moby Patches Flying Circus game just a lot more playable. James Pond is a half fish, at Beach secret agent who trained in a series of games of the most enjoyable platform games going. It is more the slow, thoughtful manner of old than the fast moving things this action games of today but if you like fish, James Pond has a license to kill.

also 14, 25

## 400 Another Mission's Pool

Sports games are often endorsed by famous personalities, it is supposed to lend them a degree of credibility. In the current big shot pool, table hockey, playhouse shooter puts its name to it. It must be good. Maybe there was some interesting going on when this was released though because either then

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### 338 Nintendo Golf

Bearing an *Angry Golf* game about something that came out on the Nintendo Game Boy in the early '90s doesn't sound like it's

shoved in your Nintendo Sans, do, Golf took much of its feel and style of the game's original golf design and brought it to our favorite computer with a few enhancements along the way. The color graphics for a start. Up to Nintendo Golf's built-in trademark hole-in-one! Golf is a try to compete with the likes of PGA Tour, but it's a whole different ball that takes you on your back.

• **W**

### 311 Proton Manager 3

Once the great and the Chamberlain Manager for the home manager press. Proton doesn't seem to have had quite the testing power it's rather into level the game's depth that this game has, and if you see into the financial aspects of management games, this is the one for you. You don't have to negotiate some of your pitch-side advertisement holdings. It was never as user-friendly and well presented as Champ Manager though.

• **W**

### 308 Bloons TD

Pinball games, we just can't get enough of them. The thing



is, once you've got a good pinball simulation engine, the sky is the limit. Or at least the next best of ideas the game comes on, as the line. Giant Pin comes on the way. You can add your managers to incorporate a multi-ball feature in creating the super high resolution. Made to keep the whole table under when your multiple balls spin play. *Wired*

• **W**

### 298 UFO

A sports release by Guiltless, the game of a not-so-old. *Adventure game* UFO scored 90% in the budget game's section. It was February issue. A used scientific shooting (shooting) as part of a game you have to level a tactical group called a team in a war against the alien invaders. An engaging game with a lot of nice city shooting (shooting) and exploration on the outskirts of your town. What more could you ask for?

• **W**

### 284 Theme Park

It is the kind of game you'd expect to appear from one of those American Apple Mac software developers. You know the type of people responsible for Coca-Cola screen savers and other icons to ask your taste for an extra 50MB of RAM. However, Theme Park was actually produced by one of the UK's best home grown teams. Considering its original level on the *Atari* 2600, it's a real achievement.



also in the 1980s. But seeing that it came from Bullfinch, if you're expecting what should be, you'll be disappointed.

However, if you want to create your own developing your own *Atari* 2600, I'll keep you entertained for months in the

• **W**

### 278 Kick Off 2

A top-down football game by Q to Q, and the inspiration for *Atari* Soccer. Not as polished as *Atari*, and not as good, but some people still prefer it.

One truly excellent feature is playing two players to score. You make up an eleven two players to play on the same team and pass the ball around between them.

A game-off. *Kick Off* Player Manager has what remains today about the most active in the world's active in any football game.

• **W**

### 266 Powermancer

Bearing strong visual similarities to *Populous*, this game also from Bullfinch, has a visual more subtle than the 1. The game is all about warfare.



## 258 Gloom Deluxe



The only *Angry Gloom*-style that managed to incorporate a lot of ideas into a gameplay with the format was *Gloom*, followed by the more better *Gloom Deluxe*. While the gameplay of other 2D maze games consists of pressing round a corner, picking off the baddest with a powerdown before walking down another empty corridor. *Gloom* gives you a lot of a more better powerdown, a big fat phone, you can't log back up the trouble. So off you go, blasting away with your game player's ball at anything that dares to come in your way, with attacking around the levels at a far end, which is the most modest *Angry* off. **W**















# OctaMED SoundStudio

## MANUAL



**L**ast month's CD, *Amiga* Magazine makes only one small yet crucial CD SoundStudio's one Amiga's best music software package. Over the years, this incredibly powerful program has grown from a simple SoundTracker clone to a system that just cannot be rivalled by any other package on any platform. During that time it has sprouted new features as such a rate that it's been hard to keep up with such new developments and to a programmer the more of software can learn, the more they learn. But rather than be held back by the power of the computer, this is a program that you could be an even way to a sparkling musical future. At the very least you should be able to knock out a few good tunes.

To get the best from SoundStudio you should really get hold of the official printed manual. You'll find that an invaluable tutorial and reference source which covers just about everything you could ever need to know about the program.

You can obtain the manual at a 50% offer for just £7 inclusive of post and packing.

This offer is being handled directly by RSP Software. Do not send anything in connection with this offer to CD Amiga Magazine. The address to send your order to is RSP Software, Ltd, Dale Valley Road, Huddersfield, Southhampton SO1 8QX. Tel: 01700 745 880.

### Also available on CD



Limited stocks of the original V1.0 CD-ROM release of OctaMED SoundStudio are still available, now at the bargain price of £5 inclusive of post and packing. The CD version comes packed with samples and music for use with the program to give you a big headstart on that road to musical success.

### Order that manual NOW!

To get your hands on these great offers please complete the order form and send it to:

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Please enclose a stamped addressed envelope for notification in the case that checks run out.





the rise to prominence began appeared. Now you can be Mario, Sam, and just as much, Luigi!

also: **B**

#### 10 Monkey Island 2

One of the greatest point-and-click adventure games of all time. A glossy production from Lucas Arts, this software gem of a George Lucas multi-media project, this game comes on 11 disks and contains plenty of beautifully drawn graphics and voice-overs to boot.

Your quest takes you across the Spanish Main as you crack down the weird, twisted tale the voodoo shaman you must perform to rid the world of the ghost pirate.



Luigi. But there's still a lot to be surprised at the rest.

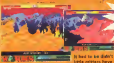
also: **B**

#### 11 Worms TDC

What can be said that hasn't already been said? A popular team that, very much its own doing, management options and great gameplay (stated as Sanable Soccer) and has evolved through a dozen or so forms to become Sanable World of Soccer (SWOS) in 1997, its final incarnation. Many thousands of players, with individual stats and no two games the same. One made indie band claims:

SWOS for an album being released a year later! The band - called Garret - is only playing... **B**

#### 12 Worms TDC



**BEST GAME EVER!**

It had to be didn't it? These little critters have become part of the family, even if we want to get so much satisfaction from blowing them up. The original Worms was one of the Amiga's biggest ever exports, opening conversions to just about every other computer platform and website on the market.

What's even more refreshing is that none of these extensions could match the original, in fact nothing could match the original until the arrival of The Director Cut that is. New weapons and better graphics raised the stakes and improved on the core gameplay without losing what when it broke.

Even though SWOS put up a very good fight for the number one slot, Worms TDC got the nod from everyone, football fans or not. Scratch the surface and you'll find the only bit of dexterity involved is a simple placement of a right and well timed stick of the fire button but it still has all the meat of a classic about it. Maybe due to that very simplicity it's also one of the few games you can guarantee that your non-computer playing mates will happily play for hours on end. We could analyse it for ever but what's the point? Just play it! **A**



# Win all

To go with The Best 50 Amiga Games Ever, here's The Best Competition Ever: you can win all 50 of the games featured in our chart! All you have to do is correctly answer the three questions below, send them off to us and pray that your postcard is picked at random from the CU Amiga Magazine 'hat'.

**1** Which programmer developed Demolition?

**2** What was the working title of Bubba and Stix?

**3** How many Sanable Software games are in this chart?

# Games!

**COMPO!**

Send your answers on a postcard to: Best Compo Ever, CU Amiga Magazine, 37-39 Mill Harbour, Isle of Dogs, London E14 5TX.

**Rules:** no multiple entries will be accepted, this competition is not open to employees of EMAP Group, the editor's decision is final. All entries to be received by 18/02/97.



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## How to choose a:

### Tape drive

For a 1000-byte-per-inch format, 2048-bps bit rate is recommended. A low-quality tape drive is recommended. CD-ROM drives are also available. A low-cost tape drive is also available. A low-cost tape drive is also available.

### Hard drive

For a 1000-byte-per-inch format, 2048-bps bit rate is recommended. A low-quality tape drive is recommended. CD-ROM drives are also available. A low-cost tape drive is also available.

### CD-ROM drive

For a 1000-byte-per-inch format, 2048-bps bit rate is recommended. A low-quality tape drive is recommended. CD-ROM drives are also available. A low-cost tape drive is also available.

Figure 1



Over the next three articles we will be reviewing the options available from the simplest to the most complex. Looking at budget IDE and all-embracing data transfer options. This month we will be showing you how to connect a PC mini drive case to your AT/286 or 386. This is the no-frills option: the construction is simple then putting together a flatpack includes table from a furniture store and requires common sense but no specialized electronic knowledge.

## What's in it for me?

### Can I do my own job?

1. You can use standard 3.5" hard drives. You can get update drives for as little as \$150.

2. You can plug in an ADAPIC-compatible CD-ROM drive. Fast speed CD drives are perfectly capable and cost about \$200 and most 10-speed drives are available for under \$150.

3. Want to get out of it? Respondents to our recent survey said they wanted to buy CD-ROMs of all CD-ROMs in the future. And if you consider that every month the CD market has the equivalent of about 25 years' worth of floppy disk.

4. And this should be no surprise.

5. Your drives will drive faster! From the tower case a PSU leaving the Amiga power supply to cope with just the computer disk drives and accelerator.

6. Looks good. Your PC will be it ends in it stop looking up at you.

## The problems ...

The biggest problem is the Amiga's non-standard IDE interface. Desktop PCs use a 40-pin IDE connector, while the Amiga expects a 44-pin connector as used in tape tape. The four extra pins are used to take power to the hard drive.

Exactly the 44-pin connector is smaller than the 40-pin version (requiring a 28'er not genre of cable). This means that the obvious solution of cutting a 40-pin version (on one end of a cable and a 44-pin connector on the other) is not only the wires on the cable would have to be separated and carefully soldered into the connector, a tricky operation. The solution is to use a cable to cut called a strap down board which takes a 44-pin to a 40-pin connector.

On page 35 is an order form which will allow you to order this strapdown board.

## Unbuffered IDE

Several readers have contacted us lately worried that connecting some drives to the unbuffered Amiga IDE interface is dangerous. It is true that an unbuffered interface is less reliable than a buffered one, but thousands of Amigans are on the road of set up, and I haven't heard of a single case of it causing damage. If you want the extra reliability and peace of mind, buy a buffered splitter. Contact Spetch at 01843 713195.

with a three-way cable designed to plug straight into the Amiga IDE port, with one short length to allow a 3.5" drive to remain connected inside the Amiga if you want it, and a longer cable which can be fed out of the side of your computer and into a tower.

The strapdown board will then accept majority standard 40-way cables to be used to connect IDE drives into the tower. Send the CU Amiga coupon in Slack to qualify for the special offer price.

## Master or slave?

The IDE interface allows two drives, one to be plugged into a usual system hard drive, or a hard drive and a CD-ROM drive. To do this, a hard drive and a CD-ROM drive are specified as master 1 from the other. In order to drive both hard drives, one drive from the factory pre-installed as a master drive.

If there are no guides on the front, drive there is a two-pin header. Tell this is that the drive will work. It is a two-pin header. The second, which is only the case with older drives, particularly 3.5" drives is that it will not recognize a slave device if this is the case you will need a new drive. Use this opportunity to buy your will a new high capacity 3.5" drive at

## README.FIRST!

There are a few things you should keep in mind when doing this project.

- Older hard drives and some 3.5" hard drives will not work with a second device on the chain. They will need to be replaced.
- If you want to hook your keyboard into a case, wait until next month, don't start with that!
- If you are unsure a CD-ROM is 100% ATAPI compatible, ask the retailer, and explain that if it turns out not to be, you will have to return it.
- Check the article on connecting a CD-ROM drive in the December 1989 issue.

• You can only connect two devices to an IDE chain. There are however several devices on the market that allow you two right the IDE chain onto two channels, such as the IDE-MUX from Area and the AIX Quartz.

• Look out for details of further expansion possibilities in the next couple of issues, including the Camozzi, which shows PC floppy drives to be connected to the Amiga, the Amiga board (see this month's news) and Sanyo system options.





## HOW much???

|   |      |
|---|------|
| PC into Amiga                                   | £11  |
| CD-ROM drive as a slave (see the special offer) | £17  |
| £81 as a slave with 2-bankers                   | £138 |
| CD-ROM drive 2x                                 | £18  |
| CD-ROM drive 4x                                 | £26  |
| CD-ROM drive 8x                                 | £35  |

These are prices these components are available for now. It always pays to look around. As you can see, a better case with CD-ROM drive comes in at around £35.

Today is just £14 (there are very cheap)

The CD-ROM drive as I have to be set as a slave device. This is usually a very simple process. Look at the back of your drive and you will see something like **Figure 1**.

The jumper is a small metal clip, which when placed over one of the pairs of pins, tells the drive what to expect. In this case you can see that the jumper is placed over the SLAVE pin.

## Making contact



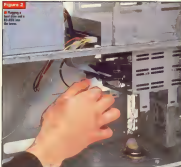
It is important that you can see the IDE interface the right way around. I state which end of the IDE interface on the notches and make sure that the edge of the cable which connects to that also terminates at the end of the notches could either be marked by a small notch or hole.

Labels, the label is a guide for the 40-way connector on the driveboard board in your hard drive. If there isn't a number marked on your hard drive, look at with the back facing you.

The 1 is on the right hand side. Refer to **Figure 1**. Normally one edge of the cable is not to indicate that this is the edge of the cable which connects to pin 1.

Figure 2

It's important to make sure the cable is connected the right way.



## What software?

The second problem is the software one. Using multiple drives and converting CD-ROM drives to your IDE interface will require installing some device software into your system.

The best solution we have found is the shareware package MegaPlug and Plug by Greg Campione, which is a breeze to install. We gave a fully functioning demo version away with our December issue of C/A Amiga Magazine (available from our back issues department) to coincide with our article on CD as the cheap. Alternatively ask your favourite PD library for a copy. Check through the code for some telephone numbers.

## Compatible IDE CD-ROM drives

Chase CDS-020  
Chase CDS-040  
Sanyo CDD-800/8000/8000  
Mitsumi FX2400/ FX3000  
FX4000/ FX4000  
MOC CDS273  
Samsung SA  
Sony XBB  
Sony CDS-800  
Teac TN-8000  
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See our CD-ROM article in the December 1988 issue for more.

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## Some useful contacts

These are dealers who have a good range of useful supplies for the tower case. Offers:

Maplin - general electronics supplies, 40 pin DDI cables

Tel: 01753 30-0000

Acce Concepts - PC keyboard adapter, IDE-MUX splitter

Tel: 01308 700211

Synetics - cables, connectors, buffered interfaces,

Tel: 01642 713188

Quintec - better cases, general computer supplies

Tel: 0181 348 8550

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Tel: 01829 211327

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Tel: 0181 621 1281













## Fitting the tower in ten easy steps

### 1. Open your Amiga. **MAKE SURE YOU UNPLUG IT FIRST!**

Opening your computer is a simple matter of unplugging everything, turning it off, and unlatching the screws. It is, however, and carefully lifting the top half of the case off. The cases on A500s and A1200s have airtight catches to hold them in place. I'll be using carefully apart to avoid damaging them.

### 2. Locate the IDE interface (see Figure 3)

and unplug your hard drive from here (if you have one). The keyboard will have to be lifted out of the way so as the diagram. Be very careful not to pull out the keyboard connector.

3. Connect the three-way cable you bought using the order form on page 70 to the IDE connector on your mother board (see Figure 4). Ensure that the long end of the cable is to your left (looking outside the Amiga) in the diagram. Plug the middle connector carefully (not making sure that it is fully seated in the pins).

4. If your drive is a 2.5" internal drive, insert it into the computer via the spare 94-pin connector on the three-way cable to the right of the mother-board interface.

5. Close the case carefully (if you do not tighten the screws at that side of the case too much, you should find that the

back cover will slide fairly easily into place between the two halves. Alternatively, cut a small notch in the lower half of the case to allow the back to pass through with the drive lightly tilted.

6. Open up your PC or to install case. Place a 3.5" hard disk and/or a CD-ROM drive with the jumpers properly set (see separate boxes) into the case, reinforcing a mounting plate for the CD-ROM. Once the case is open, you will see how these fit. It is not very obvious. Small screws usually supplied with the case can be screwed into the flange in the side of the CD-ROM drive or hard drive to keep them in place.

7. Inside the tower case you will find a power supply with a bundle of multi-colored cables sticking out from the top. Most of these will lead into four-way plugs of two sizes (small for floppy disks, the larger for hard drives). In almost all cases there is a red, a yellow and two black cables. Connect one of the larger power connectors to each device. They only fit one way around. Connect a thin drive with a standard 40-way IDE cable (see Figure 5).

8. If you are connecting two compact disks, a three-headed 40-way IDE cable should be available for a few quid from your high street computer store.

9. Lead the end of the cable from your Amiga into the tower case. You can put it

through one of the pre-cut holes in the side of the lower case or you can cut a small notch in the side of the case to let the lead through. The best way to do this is to slide the cover to the case carefully back on, figure out where the slot should go and mark it with a pencil. Then remove the case cover and saw the slot with a hacksaw. You may just want to make a small slot into the bottom of the case just over 2.5cm apart and 1cm/0.5" deep. You can then bend the flap you have cut into the side with a pair of pliers to make the slot. If you extend it to the back you will find the tower and the Amiga rather easily put together. Gating the slot is a much easier option.

### 10. Connect the stepdown board to the

cables coming out all the tower case and the Amiga. It is important to get the connections the right way around (see the paragraph on making contact for how to do this). It won't work if you get this stage wrong. Place the stepdown board inside the case. This is so the stepdown board must not be allowed to come into contact with the metal of your main power case. Mount the stepdown board onto a piece of card using screws. Then wrap it tightly with a strip of insulating tape. This is the whole thing to your case with more in my pocket.

11. Plug in the tower switch (in, switch on your Amiga. Install the Amiga software and off you go!

Andrew Goss

Figure 3



Figure 4



## Next month

- Powering your Amiga from the tower
- Connecting the power LED
- Getting serious: moving your motherboard into the case
- Commercial cases









Reasons to be cheerful this month: the super vintage games feature, Tony Crowther interview, Master Axe, Kargon, Testament, Tiny Troops and a cracking new tips bonanza.



Kargon 10

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48 Tips Central



Kargon Dec 10



Testament



Tiny Troops

# ScreenScene



# Previews

## Marbelous

■ Due for release: March ■ Developer: Istona & APCTCP © 01793 432176

**I**t's often been said that as far as puzzle games go, the more simple they are, the better they are. This is obviously a view that's been taken with Marbelous, just one of a batch of games on

their way from Granada-based Istona. Marbelous resembles one more of Istona's Three Ravens titles, any of the more obvious comparisons, although to suggest that Marbelous has an original bone in its body would be a bit tall. We don't care about originality just as long as we're left up with a decent game, eh? The premise behind Marbelous is basic. Each level follows the progress of a rolling marble that, while not directly under your control, can have its path affected by the player laying lines in its path. All you can do is push the ball to pause immediately or change

direction, but it's with these simple skills as that you must plot the most hazardous course for the marble to take as it attempts to collect a number of power gems and then make it to the exit in one piece. Hiding a wall or rolling into an electrified barrier cause you a life and sends you back to the beginning. Simple stuff, isn't it? However, the winning curve doesn't take long to think fairly into a rather complex one before you know it you're called upon to achieve stretches that resemble a true marble's appearance on the screen and then attempt to control back at the same time! The



demo I played was both impressive in presentation (long looks and smart sound) and addictive in gameplay, and in a game of about 100 levels should keep an eye open for a score. ■

MB

## Kargon

■ Due for release: March ■ Developer: Istona & APCTCP © 01793 432176

**T**he very first day I started to look on The One bit, you remember this, later that part of the day (and I guess you told me I got it) I was travelling the PD website from now, off. He finished the first duty with a giant in a cave because he realised I was a tedious task

working through others of about 100. Up to Granada-based Istona, game is put on the cover disk. However, I always looked forward to sitting down with a bag pile of disks, wondering whether the next offering might be a Blomax or a Doom. And why the nostalgia trip? Well, one of the best PD games I ever looked at was called something like Wizard Wars and was a split-screen, two-player, turn-like combat game. You were both

granted with a series of spells, tasked to beat down the other player and then rotate the ball. And now comes Kargon. The game has proved but good news



never die. And that's it, that Kargon, which is about identical to the one in the enhancement and PD game, only it's more characters, more spells, and up to four players. As you expect I have a game that carries a CD-ROM price tag, the graphics are somewhat more impressive than the point-to-go PD is a bit of a bit, and the feel of the game is more polished and professional. The action takes place across a number of dungeons, and

though you really spend time collecting power and potions. It's not long before you meet some of the non-human characters and monsters wandering the lands and eventually the human players are yours to fight. Look out for more news month, because this sounds pretty handy. ■

MB









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# Master Axe

■ Price: £14.99 ■ Publisher: Neil Axe ☎ 01295 436182

**T**hose of you who lived in 1984 will remember that *Master Axe* was due to be released by Midway, but somehow never quite made it. The game itself generated a lot of interest at the time as it was based on the adventures of an expert martial artist called Neil Axe who saved the United States. There seems on *Master Axe* as if finally here and is available from the main branch!

*Master Axe* is a little bit different from the standard beat 'em up due to its Kung-Fu theme. The characters all perform special move-kicking, Kung-Fu moves and the overall ambience is helped

along by introductory technological style beat. And so well as the standard beat, very up tournament actions you will also get up the like Spiritual Warrior which you fight against your inner demons. It's a shadow of your self and they featured the US knockout action when you go up against a sinister looking presidential bodyguard from out side the Whitehouse.

Surely these aren't a CD32 can not open as you have to rely on joystick twirling alone. But there is a learning system you can

attend beforehand to learn on your skills. Other software double background as major shadow effects and slow motion sequences. And according to Mr. Axe, if you pass the game and perform better in moves with your joystick you can get extra moves. Heed reader, more as it is can just useful moves.

However what does *Master Axe* down is the fact that you don't really it to you do on and it doesn't seem to respond to using a second disk drive so you're stuck swapping disks throughout

the game, which could have been a lot more satisfied. The graphics although a little bit not top of the range either. The rest on the opposite, which is very hard to read making it difficult to watch you when the options are. But the pace reflects this and makes watch checking out at least. ■

MF



# Blockhead

■ Price: £14.99 ■ Publisher: Applaud Software ☎ 01263 21720

**R**emember rubix cubes? Those boxes made up of not less of little coloured cubes that you had to manipulate until they all matched. If you do, you were probably one of two types: either you kept on doing about with it in the hope that by some fluke you'd get all the colours to match up and when you couldn't, threw it in the bin (category A) or you gave it up, logically worked out the best way to do it through a bit and error.

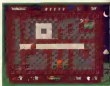
Category A types can leave the room now. Category B types however will love this new top down, cube puzzle game from Applaud. Based on a grid system the basic aim of each level is simple: controlling your little man with your joystick you're got to work out the best way to get the coloured blocks to their relevant homes (because the rule out and your little boy is squeaked by the ruling weight).

There are forty odd levels to

complete, which as you can imagine get harder as the game progresses. So what starts off as relatively simple moves on becomes increasingly difficult as there are more and more obstacles to solve and cope with amounts of obstacles to contend with. Surely that's the fun of it as you're got to do a lot of forward planning to get yourselves in the game. The difficulty there is the usual movement of four available to pick up, along with bombs, health boosts, magic words, pellets and other bonuses.

Applaud have pitched the learning curve more intelligently

for this game than their earlier as puzzle game *DNA* which was way too hard to even play. Unlike *DNA*, *Blockhead* also has a powered system so it is a lot less frustrating and so much more playable. However there are some levels which I still found infuriatingly difficult and the scores really help in joystick control it can't help much either. Puzzle fans will enjoy this.



game for certain as there is quite a lot of variety in each level. I found it challenging and got a sense of achievement when I managed to work out the best way through a level. The graph it would have been better though, and it does have a public domain feel to it. However, if you feel in this mood for a less relaxing and less than get this. ■

LC

**67**







# Reach for the stars

**Creator of Captive 1 and 2, Tony Crowther, talks to CU Amiga Magazine about what makes him tick and why he loves programming on the Amiga.**



Name: Tony (Mark) Crowther  
Age: 37  
Born: Sheffield  
Occupation: Computer programmer/games designer  
Favourite systems: Amiga and Captive Amigaheads  
Latest work: *Captive 2*

**CU: When did you start as a programmer and what was the first game that inspired you to write your own?**

TC: It started at school, where I was writing educational programs in Basic. I got a Saturday job selling computers and then I bought my own computer, a Vic 20. From then on I just wanted to find out how they made games. So I bought a few books and started. The first game that inspired me and got me into programming was probably Donkey Kong on the Dragon 32.

**"If the license holders were a bit more aware of what makes a good game, they would drop the silly rules."**

**CU: What was the first game you did on the Amiga?**

TC: The first attempt on an Amiga, was a port of the OS4 Phase which I wrote to the Amiga. It gave me a chance to learn the machine so I knew the game inside out. I then drew the graphics for the Amiga version of *Commander* as this was the first time I could really do some true colour graphics. My first true Amiga title was *Captive*, where I drew the graphics, sampled the sounds, and wrote the game all by myself.

**CU: How easy was the transition from**

**writing games on 4-bit to the Amiga?**

TC: It's been always written in machine code. I found I only kept a switch from one machine to the next, as the instruction sets are almost identical. The move from 8-bit to 16-bit (OS4 to Amiga) was like nothing, as both commands and more registers were available to make life easier. Learning new hardware is probably the hardest thing, as you have to write in a way that suits the hardware. This covers things like sounds, music, screens and the blitter chip.

**CU: How did you come up with the original concept for *Captive*?**

TC: *Captive* was designed in a strange way; it was the just playing around, there was no real game design. I just made it up as I went along. The original idea was to take Dungeons & Dragons and draw it into a high tech world to see what happens. The hardest thing with *Captive* was to make the user believe that he was playing a chess-board map rather than a computer generated one. This probably took up most of the development time, as small events were made consistently through the program.

**CU: The long-awaited sequel to *Captive*, *Libertalia*, was released on the CD32. Why do you think it was so successful?**

TC: I'm glad to hear it was. *Libertalia* I am unaware of this fact. *Libertalia* was a hard slog, not many people requesting new features to increase on the old game, slowed the game down rather than speeding it better. It took a long time to write, doing two test programs. But at least it was fun. As I miss the fact that I had done an animation sequence. I think it was so popular on the CD32 because it was probably the first game to make use of all the features of the CD32, as it was good as a look at what a CD32 can do, top of the game.

**CU: You're producing ITV's *Amigaheads*. Do you like producing licensed games?**

TC: It's worth the first licensed game for me, *Challenges* (The Golden 1 year). *Centurion*, *Castle*, *Chameleon*, *Amiga* and *Captive* (Penguin Amiga). I don't have a rule, but do go through people have their own opinion on what the game should and should not be. So if it's not what they thought it would be they usually don't like it. It's always good if the game has had an adventure by the writer, but so rules do seem to be better.

The real problem with a license is the rules. I like to put things in that make it fun, and if it breaks the rules, I have to be dropped or twisted into a form that the publishers accept. If the license holders were a bit more aware of what makes a good game, they would stop the silly rules.

**CU: What do you remember about different sides of the Amiga and why do you think it appealed to you?**

TC: I remember drawing a picture on *Offbeat* on Jeff Minter's A1200 and enjoying the ease in which more than four colours could be used. This really convinced me to get my own and about three months later I bought my own A1200 for just £1200 pounds. About five months later, just before the A500 at a quarter of the cost. It was at this point when I decided never to buy a computer again. I felt guilty. Don't get me wrong, the A1200 was nice but not four times better than the A500. ■

Mark Forster



▲ In *Captive* you're a medieval knight. *Captive 1* was the first but *Captive 2* was the first game to use all the CD32's features.







# Tips Central



You want hints, you want tips, you want cheats? Matt Broughton and Tony Gill have joined forces to bring you one of the best tips sections ever.

## RAILROAD TYCOON

MicroProse

Just as great as the never released *Roco Tycoon* but a right old beauty none the less. Railroad Tycoon lets you (Stephen Marx of HQ on the job) build the railroads of the American West. I say beauty, not the game is beautiful (being because it's beautiful) and that two towns that are close together will have a route. Now build the first station in the town you think you're most likely to build here. In the future, and then go and build the second station. Called the level map (P2) so that you can see what you need to be added up. And the fact is it's a real hell of a real one and one passenger can take you from enough money, start to improve your station with the following extras: Four Office Hotel, Switching yard, Restaurant. Build up more money again and then simply go back and repeat the procedure. What will you then afford to buy 10,000 shares of your favorite stock (to avoid being bought out) and then try to build roads to build it. What fun.

## DUNE 2

Virgin

Young Jim's Sonny from Illinois (Berkling) has an interesting little cheat for the new Westwood thing that allows you to take back a car over self (read on). Attack a heavy factory with your army, and it will have a spare robot stand by. When the factory is damaged, it will go down to 100, send a soldier in to select the car and allowing the factory to be target. Once the factory is destroyed, the factory will become yours and with one luck you'll get yourself a car and a robot production which can then be used to get into the factory without being shot at. Cool.



## ULTIMATE SOCCER MANAGER

Impress me

Got a load of players but no cash? Never mind — thanks to Simon McGovern from Chesham you can now have as much cash as you want! Simply go to the transfer list on the far machine and tell the player at the bottom of your list using Full Sell. On the screen there will be a highlighted space with no name. Go to the Full Sell and sell as many times as you want. Your money will go higher every time you do this!

## LEGENDS

Kremlin

Here Matt! As for Matt Barker of Leicester, I just finished Legends and figured you needed some tips! A very pleasant surprise indeed and particularly for this is indeed the last page! And so it is that Mr Barker names himself a first hit Squad game for the following codes:

| AMERICA        | No code |
|----------------|---------|
| CHINA          | PMOUNPM |
| ENGLAND        | MMJMMNO |
| EGYPT          | PMJMMNO |
| ALIEN SPACEHIP | MJLMMNO |
| END SEQUENCES  | MJLMMNO |

## WORMS

Team 12

Where would we be without our friendly mascot of Worms level codes? Well thanks to Bruce Sausage Day of Newville there's a list of codes for you! Take away these

|           |                 |
|-----------|-----------------|
| 943432    | Straight Mine   |
| 943432    | Straight Alien  |
| 323198766 | Straight Jungle |



90000  
90000  
3285154  
BLU VELVET  
PULP FACT  
TYMORING  
90210  
CAT  
90000

**Straight Racer**  
**Straight Racer**  
Two small Forest Islands  
Two curved Moss Hills  
Long straight bridge  
Moss cave  
Wooded canyon  
Straight hole in a Forest Hill  
Low dense jungle

## FRONTIER

General

Walls you did climb? Yes. Greg Fleming keeps long tips of it to make sure each speed through a coding machine. By the COMODO system (2.5 - 2.9) and go to the panel General Land. A Perfect Exchange and being buying and out money with your computer is full. Then go to the General system (2.5) and set all your previous mistakes for a big old profit in the nearest stock exchange. Then a back to Comodo where you can make the procedure until your splendor blows!

## A free game



That's your lot. Drink up and get these people out of my house I damn! — you make a few Angry characters round to tell you of any cheats they know and they just teach the place and have your garden to death with their talk of multi-level smiling parallel. Well, anyway, that's it for this month, but don't forget that there's a free Hit Squad game for every reader tip printed, so get 'em in the coming year.













The technical section is so packed this month I only have space to say hello and I hope you enjoy all this lovely clutter.



## 52 Cinema 4D 3.0

A new breed of image rendering has arrived. It's looking good, very enough for beginners and competent for experts. Superb.

## 58 ProGrab HiFi Sampler

For only a few second sampler good. It's versatile too. It can work with ProGrab as well as many other trackers and samplers.

## 59 Teletext Decoder

There aren't all those TV listing magazines that you keep piled up. This device can tell you know what's on the tube and more.

## 60 Secal

Let's give a nice welcome to a new low level programming language that thinks it's a bit above the rest, is it?

## 62 Draw Studio 1.1 CD

Lots of extra goodies for the top structured drawing package are on the CD including Image Studio and clip art.

## 63 Web Explosion

Anyone who has designs on a winning their own web pages will love this. There are lots of lovely images and pictures ready to go.

## 64 PD Scene

More pretensions to the Demo crown up for a place on these pages as the lot of strategy barely demo. Find out which demo made it.

## 67 PD Utilities

These pages are full of those useful little programs that most very little but we don't know how we'd get by without them.

## 70 CD-ROM Scene

Three top rated CDs grace the scene this month. Epic Interactive Encyclopedia, AGA Looked TV and Fantasy II.

## 72 Art Gallery

This quality MacDraw artwork makes its way onto CU Amiga Magazine's pages.



Cinema 4D



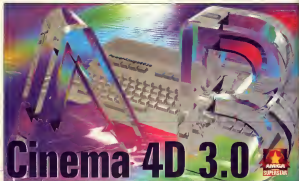
Draw Studio 1.1



Draw Studio 1.1

# Technical





■ Price: £199 ■ Developer: Maxon  
 ■ Supplier: HiSoft ☎ 01525 710 101

**Originally applauded for its user interface, Cinema 4D has moved up a gear in the feature stakes.**

**T**ill Amiga has always been a hot spot for the creative developer. It comes to 3D image rendering programs. With powerful packages such as Imagine and LightWave taking all the glory, any new program needs to offer something new and exciting to grab the headlines.

Thankfully, this situation hasn't escaped developers and a case in point is Cinema 4D. After proving extremely popular in native Germany, Maxon's Cinema 4D was finally launched in the UK over a year ago.

It was long sold distributed by UK Amiga dealers. HiSoft and HiSoft are now more focused than ever with the release of their new version 3 and some associated add-ons.

Cinema 4D differs from the other major rendering programs in several respects. Most

importantly, it is probably the only one to work this: about adhering to the standard Amiga keyboard style. What this means is that menus, requesters and gadgets all look familiar rather than over the top and you can do the usual tricks of opening multiple windows on the screen at once.

### We know best

When a worker to user interface programmers always seem to have a tendency to think that they know best and I must admit some change to be comfortable using a program, even when you've never seen it before. There is only one slight improvement with the interface and that is to do with the way extra features are accessed by holding down the shift key at the same time as accessing an option.

Don't press shift and the default option are used. Press shift and a requester appears for extra information. It takes about five minutes to get used to it and for once it does make things easier.

The game of Amiga's computer continues with the support for programmable memory, the ability to execute external

### New features list

Version 3 of Cinema 4D looks very similar to version 2 at least on the surface. Underneath things have changed with some new features, faster rendering and various other improvements. Here is a list of some of the most important changes.

- Lens flare and glow effects
- Visible light sources
- New faster raytrace engine
- Improved image saving
- Support for JPEG, TIFF and BMP image formats
- New colour and gray shading render modes
- Improved icons, including MagicBRI style
- Cinema now supports depth of field
- Internal optimisation for 68040 processor
- Object and dialog maps
- Faster texture loading and mapping
- Seamless rendering now supports transparency
- Improved inverse kinematics
- Faster anti-alias and shadow processing

shift and a requester appears for extra information. It takes about five minutes to get used to it and for once it does make things easier.

The game of Amiga's computer continues with the support for programmable memory, the ability to execute external

programs and provides a support for a scene advanced modes. If you're lucky enough to have a graphics card, then you can get Cinema 4D will make use of it either to speed up the rendering, or to provide a 3D DVI million pixel displays for pixel images. A special option in the



## Lens flare

So what makes it? It's a simulated lens flare effect. Individual light sources can now be configured to emit disc-shaped flares to a scene. This can be in the form of several series of colored circles, appearing pasted over the lens image. Lens flares can affect anything, which most photographers think try to eliminate. As it is caused by lens aberrations, the flares are applied in the corners, but there is no doubt a little in the center of a rendered scene.

From the new light sources, it's possible to control a number of lens aberrations. These will be added to the scene after the initial rendering stage, and can be turned "on/off" to toggle between a scene of about a dozen different flares. These flares are fully adjustable, with emphasis on their position and size depends on the angle between the camera and the light source.



▲ From the Corona 4.0 menu, select a window through the expanded light source options.



▲ Here a lens flare appears with the light. From here the light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.

## Making light visible is now easy

If you want to see light in a scene you either have to introduce something intentionally tied to the scene (some flag for example) or create a semi-transparent glowing rod and use this instead. Another solution is painting. Corona 4.0 binds the lines of physics slightly and makes it easy to see light. Any light sources can be forced to appear in a scene as a transparent cylinder or plane. You can use this to easily make flags glow, flag poles and laser beams for your space battles or more mundane spotlights or headlights or even more lighthouses. As you want, applying a glass layer of fog the rest of the scene is unaffected.

You can also turn lights off and prevent them from emitting any light other than their own. This sounds a bit odd and even self-contradictory, but it's useful when you have the lighting of a scene perfect and simply want a light object to appear in the day too effect.



▲ Here in the light source is connected to 'Spot' mode, you can see the light itself. The light will glow and flag is perfectly glowing.



▲ Light source is now visible with the light. From here the light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.

## Here's one we prepared earlier and how we did it



1. Here we have a transparent cylinder and a transparent cylinder. The light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.



2. Add a transparent cylinder, or even a cylinder. The light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.



3. Here we have a transparent cylinder and a transparent cylinder. The light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.



4. Here we have a transparent cylinder and a transparent cylinder. The light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.



5. Here we have a transparent cylinder and a transparent cylinder. The light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.



6. Add a transparent cylinder and a transparent cylinder. The light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.



7. Add a light source in a scene, and the light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.



8. Here we have a transparent cylinder and a transparent cylinder. The light source is visible and you can adjust the angle and the distance. The flare shape is based on physics and you can use it.

After preferences allows you to take advantage of a card it's extra good and if you don't get have a graphics card in your Ray Box. After you'll want one if you use it in operation. This type of user interface and Amiga compliance all leads down to a great way of

Corona 4.0 is easy if you are familiar with other 3D programs before and thought they all were too complicated. Corona 4.0 could change your perspective. It's easy to use. Creating scenes, great images, and when you start to dig deeper, there is even more to discover. As with all rendering

that's there. It's then good surface detail.

## A maverick

Corona 4.0 is a standard 3D program and works in a quite a different way from other rendering programs.

For example, there is only one

adding to the. Unlike Image or Lightwave, you don't need to think between different versions of the program to create your models and then render your scene. After a while you start to wonder why the others don't use this approach as well.

OK, so this does occasionally



## Plug-ins

Cinema has an open architecture, which let it offer programs and tools that effectively become part of the main package. This makes it possible to add new features to the programs and for third-party authors to add their own story to the package.

Inflect supplied two of these plug-in programs. Both written by Michael, the author of Cinema 4D: The First Year, CinemaWorld is a program designed to create landscapes. Although Cinema 4D already has a built-in generator of a surface limited in scope, CinemaWorld allows you to define a landscape in terms of the mountains, plains and lakes and assign a different Cinema 4D texture to each. You can either let the program create the landscape randomly, or import a D3D file such as the ones available for WorldForge.

CinemaWorld will then create a new object and import it directly into the rendering program for you. If you want to populate your world with trees, it's possible to select a pre-defined object and have that scattered around your world. There's no need to stop at trees, of course, as the example picture demonstrates. CinemaWorld is well able to export a feature bitmap, which you can load into any 3D program in order to edit roads or buildings.

The second plug-in was CinemaFont, a program designed specifically to make it easy to convert existing fonts into objects which Cinema 4D can use. Existing font support is limited to two sets of characters supplied with Cinema 4D.

With CinemaFont it is possible to do most existing PostScript Type 1 fonts into Cinema 4D objects. Varying levels of precision are allowed, and you can either make the conversion once-off or save the entire font to disk for later use.

CinemaWorld and CinemaFont CDs both cost £24.95 each and are sold separately to the main package.



▲ Creating your own world is easy. All that was added to this self-made landscape was a red sphere (see above).



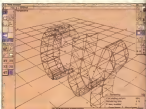
▲ You can import any D3D file into CinemaWorld and use the program to add objects (see this).



▲ With CinemaWorld you can import textures to the new created objects (see this).



▲ With an easy-to-use feature bitmap you can edit the scene (see below).



▲ You can create your own 3D scene in a few minutes and 3D view. CinemaWorld will generate a scene in 3D view. You can use the 3D view to edit the scene and to add objects (see this).



objects. Move the camera, and you move the perspective. The 3D view is a 3D view, but it does away with the need for complicated grouping procedures. It also makes it very helpful to make it easy to forward to apply textures and animate complicated objects in a realistic way.

Once you have created a few scenes and are ready to start the scene, you'll be pleased to note that there has been no decrease in the rendering. The rendering is still as fast as ever, and the simplified construction with more options and a few extra primitive renders. As before, there is a standard 3D view, but now you can see the scene in 3D view. The scene is now a 3D view, and the scene is now a 3D view.

The rendering can be done by a single, which means you can set up complicated renders for when you go on holiday. As long as your hard drive doesn't fill up or your cat gets in your way, you should come back to all your different scenes and are

man can render to perfection. Even if there is a scene in the 3D view, the scene will save on the next without crashing out.

## What's new?

Version 3.0 of the program has the previous version and makes a few new features.

Version 3.0 of the program has the previous version and makes a few new features. Version 3.0 of the program has the previous version and makes a few new features. Version 3.0 of the program has the previous version and makes a few new features. Version 3.0 of the program has the previous version and makes a few new features.

mean that the screen can become cluttered, but it also means that it is noticeably less confusing for beginners. You can even switch on the 3D view.



▲ You can use the 3D view to edit the scene and to add objects (see this).

labeling to keep track of your objects. If they are too difficult to keep screen refreshed, you can switch to quick outline or even secondary boxes to speed them up.

In other respects, Cinema 4D offers more with RealTime than it does with LightWave or ImageSpace. A good point is the hierarchical approach to objects. Each object can be a parent to one or more



Cinema 4D offers a lot of new features, and it is a very powerful program. It is a very powerful program, and it is a very powerful program. It is a very powerful program, and it is a very powerful program. It is a very powerful program, and it is a very powerful program.

It was slightly disappointing











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| New Arrivals |        |
|--------------|--------|
| • 101        | ... .. |
| • 102        | ... .. |
| • 103        | ... .. |
| • 104        | ... .. |
| • 105        | ... .. |
| • 106        | ... .. |
| • 107        | ... .. |
| • 108        | ... .. |
| • 109        | ... .. |
| • 110        | ... .. |

[illegible]

### Why Inexpensive?

- **Individuals** are responsible for their own actions
- **Individuals** are responsible for their own actions
- **Individuals** are responsible for their own actions
- **Individuals** are responsible for their own actions

| Notes: Composite level       |    | Notes: Individual level      |    |
|------------------------------|----|------------------------------|----|
| 1. <i>Age</i>                | 1  | 1. <i>Age</i>                | 1  |
| 2. <i>Gender</i>             | 2  | 2. <i>Gender</i>             | 2  |
| 3. <i>Marital status</i>     | 3  | 3. <i>Marital status</i>     | 3  |
| 4. <i>Education</i>          | 4  | 4. <i>Education</i>          | 4  |
| 5. <i>Income</i>             | 5  | 5. <i>Income</i>             | 5  |
| 6. <i>Health</i>             | 6  | 6. <i>Health</i>             | 6  |
| 7. <i>Religion</i>           | 7  | 7. <i>Religion</i>           | 7  |
| 8. <i>Occupation</i>         | 8  | 8. <i>Occupation</i>         | 8  |
| 9. <i>Residence</i>          | 9  | 9. <i>Residence</i>          | 9  |
| 10. <i>Family size</i>       | 10 | 10. <i>Family size</i>       | 10 |
| 11. <i>Family structure</i>  | 11 | 11. <i>Family structure</i>  | 11 |
| 12. <i>Family income</i>     | 12 | 12. <i>Family income</i>     | 12 |
| 13. <i>Family health</i>     | 13 | 13. <i>Family health</i>     | 13 |
| 14. <i>Family religion</i>   | 14 | 14. <i>Family religion</i>   | 14 |
| 15. <i>Family occupation</i> | 15 | 15. <i>Family occupation</i> | 15 |
| 16. <i>Family residence</i>  | 16 | 16. <i>Family residence</i>  | 16 |
| 17. <i>Family size</i>       | 17 | 17. <i>Family size</i>       | 17 |
| 18. <i>Family structure</i>  | 18 | 18. <i>Family structure</i>  | 18 |
| 19. <i>Family income</i>     | 19 | 19. <i>Family income</i>     | 19 |
| 20. <i>Family health</i>     | 20 | 20. <i>Family health</i>     | 20 |
| 21. <i>Family religion</i>   | 21 | 21. <i>Family religion</i>   | 21 |
| 22. <i>Family occupation</i> | 22 | 22. <i>Family occupation</i> | 22 |
| 23. <i>Family residence</i>  | 23 | 23. <i>Family residence</i>  | 23 |
| 24. <i>Family size</i>       | 24 | 24. <i>Family size</i>       | 24 |
| 25. <i>Family structure</i>  | 25 | 25. <i>Family structure</i>  | 25 |
| 26. <i>Family income</i>     | 26 | 26. <i>Family income</i>     | 26 |
| 27. <i>Family health</i>     | 27 | 27. <i>Family health</i>     | 27 |
| 28. <i>Family religion</i>   | 28 | 28. <i>Family religion</i>   | 28 |
| 29. <i>Family occupation</i> | 29 | 29. <i>Family occupation</i> | 29 |
| 30. <i>Family residence</i>  | 30 | 30. <i>Family residence</i>  | 30 |
| 31. <i>Family size</i>       | 31 | 31. <i>Family size</i>       | 31 |
| 32. <i>Family structure</i>  | 32 | 32. <i>Family structure</i>  | 32 |
| 33. <i>Family income</i>     | 33 | 33. <i>Family income</i>     | 33 |
| 34. <i>Family health</i>     | 34 | 34. <i>Family health</i>     | 34 |
| 35. <i>Family religion</i>   | 35 | 35. <i>Family religion</i>   | 35 |
| 36. <i>Family occupation</i> | 36 | 36. <i>Family occupation</i> | 36 |
| 37. <i>Family residence</i>  | 37 | 37. <i>Family residence</i>  | 37 |
| 38. <i>Family size</i>       | 38 | 38. <i>Family size</i>       | 38 |
| 39. <i>Family structure</i>  | 39 | 39. <i>Family structure</i>  | 39 |
| 40. <i>Family income</i>     | 40 | 40. <i>Family income</i>     | 40 |
| 41. <i>Family health</i>     | 41 | 41. <i>Family health</i>     | 41 |
| 42. <i>Family religion</i>   | 42 | 42. <i>Family religion</i>   | 42 |
| 43. <i>Family occupation</i> | 43 | 43. <i>Family occupation</i> | 43 |
| 44. <i>Family residence</i>  | 44 | 44. <i>Family residence</i>  | 44 |
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| 46. <i>Family structure</i>  | 46 | 46. <i>Family structure</i>  | 46 |
| 47. <i>Family income</i>     | 47 | 47. <i>Family income</i>     | 47 |
| 48. <i>Family health</i>     | 48 | 48. <i>Family health</i>     | 48 |
| 49. <i>Family religion</i>   | 49 | 49. <i>Family religion</i>   | 49 |
| 50. <i>Family occupation</i> | 50 | 50. <i>Family occupation</i> | 50 |
| 51. <i>Family residence</i>  | 51 | 51. <i>Family residence</i>  | 51 |
| 52. <i>Family size</i>       | 52 | 52. <i>Family size</i>       | 52 |
| 53. <i>Family structure</i>  | 53 | 53. <i>Family structure</i>  | 53 |
| 54. <i>Family income</i>     | 54 | 54. <i>Family income</i>     | 54 |
| 55. <i>Family health</i>     | 55 | 55. <i>Family health</i>     | 55 |
| 56. <i>Family religion</i>   | 56 | 56. <i>Family religion</i>   | 56 |
| 57. <i>Family occupation</i> | 57 | 57. <i>Family occupation</i> | 57 |
| 58. <i>Family residence</i>  | 58 | 58. <i>Family residence</i>  | 58 |
| 59. <i>Family size</i>       | 59 | 59. <i>Family size</i>       | 59 |
| 60. <i>Family structure</i>  | 60 | 60. <i>Family structure</i>  | 60 |
| 61. <i>Family income</i>     | 61 | 61. <i>Family income</i>     | 61 |
| 62. <i>Family health</i>     | 62 | 62. <i>Family health</i>     | 62 |
| 63. <i>Family religion</i>   | 63 | 63. <i>Family religion</i>   | 63 |
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| 67. <i>Family structure</i>  | 67 | 67. <i>Family structure</i>  | 67 |
| 68. <i>Family income</i>     | 68 | 68. <i>Family income</i>     | 68 |
| 69. <i>Family health</i>     | 69 | 69. <i>Family health</i>     | 69 |
| 70. <i>Family religion</i>   | 70 | 70. <i>Family religion</i>   | 70 |
| 71. <i>Family occupation</i> | 71 | 71. <i>Family occupation</i> | 71 |
| 72. <i>Family residence</i>  | 72 | 72. <i>Family residence</i>  | 72 |
| 73. <i>Family size</i>       | 73 | 73. <i>Family size</i>       | 73 |
| 74. <i>Family structure</i>  | 74 | 74. <i>Family structure</i>  | 74 |
| 75. <i>Family income</i>     |    |                              |    |

## ..... Why Harwoods?.....

[illegible]

- "spreads" with a hammer
- "it breaks with-out bending, you'll never see
- "it's made of different colored ones" it's not
- "because, without the pictures, you'd be left with a pictureless picture" (1992/7) and it is to be said "there's nothing you'd give it up"

1991; 1992; 1993; 1994). However, none of the Laguna apple horticultural studies (e.g. Liu et al. 1992; 1993a,b; 1994; 1995) and other apple or pear orchard systems (e.g. Munn et al. 1991; 1992; 1993; 1994; 1995) report apple or pear orchard soils with similar soil chemical levels to those found in other apple and pear orchard soils.

..... • **Offense and its impact on players** – we'll start in a year 1980. Today, basketball involves a program of

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# Draw Studio V1.1 CD

■ Price: \$74.95 ■ Publisher: LE Publishing © 01908 370 230

Version 1.1 sees an updated version of Draw Studio on CD along with two other useful applications.

**P**erson Studio, written by Andy and Graham Court of ImageStudio, Inc., is an application we have that lets you integrate 3-D rendered objects and images for use in other applications to be displayed directly from the program. When we introduced it in October '95, it was only available in English and had two versions of the program: one for Amiga without 32-bit and one with 32-bit. Now, however, it contains 11 languages, has a CD-ROM that is updated with one of the new applications as well as a number of other applications and support material. So we thought it would be a good idea.

Support for both structured and binary file maps is a definite bonus as I think that images created in Core Studio can be used in many areas such as DTP as well as web graphics, video titles, multimedia screens and so on more. A major difference between Core Studio and other formats

application, is that Draw Studio relies on HTML for its interface. The result of this unusual combination is that Draw Studio is incredibly easy to use but at the same time powerful with many unique features, as the screen

### Threat to validity

From Dave Stroud's ability to fit an awkward object with a bump fit as well as bend solid and transparent objects, you can do many of the things you might already create in a bump-based application but now it's easier. This is because Dave Stroud's object-oriented (using a parent property where if you place elements on the page, they are found in place on Dave Stroud's site) is perfect as required and much more, all without affecting the quality of the image.

The main changes since our last look at the program include the addition of legislation and the extension of the character set. Some of the records are shown in



### Owner: Studio art a distance

- **Options:** (P)2D, (P)3D
- **Process:** (P)GL, (P)GL, (P)GL, (P)GL-AM, (P)GL, (P)GL-AM
- **Supports:** (P)GL, (P)GL, (P)GL, (P)GL-AM, (P)GL, (P)GL-AM
- **Images can be imported from Core Studio or a ray-traced image as well as anti-aliasing**
- **Objects in Core Studio can be placed with absolute or relative coordinates or by hand**
- **Objects in Core Studio can be placed with absolute or relative coordinates or by hand**
- **Text can be placed on curves or around boxes**
- **Objects can be created using various objects**
- **Two or more objects can be created and placed together to create a new object**




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create a piece of text in Draw Studio, export a bitmap, rename, save it in ImageSpace and then import that back into Draw Studio to combine with the original text to create soft drop shadows. Such shadows can also be done using transparent shadows (which is not shown).

## Posttest

An Apple call can help this, as nothing without maintenance and the CD version is packed with a handy manual. Type 1 fonts for creating just as well as required for filling objects with them. There is also a wide array of JPEG photographs. If it is possible you want, then there is a library of fonts with both Greek and Latin as well as a word processing equivalent. This has no sense how a lot of the effects on the CD are created.

The layout of the CD is superb, with everything where you'd expect it to be and well labeled. This and what is an excellent combination of a great illustration program with useful support programs and materials. Even though not a lot has changed with Core Studio, the inclusion of all the

either start from the page or use a link. MapGraphix has been built so that you also can print manuals for both Draw Studio and ImageStudio easily generated in a single file. If you're into graphics or desktop publishing, this is a must have because it will let you do things you couldn't do before. Let it help you save more time with all of the available resources.

1. **Introduction**



► **For Employees:** **Working in a noisy office can lead to hearing loss.**

## Summary

Here's a copy of the Dream Souths CD as well as a useful *Offen* guide? Then take advantage of a special offer from LH Publishing where you can buy the CD version of the program for only £10.95 (plus £3 postage). This offer is strictly limited for one month from the date this issue is released. Call 01306 333333, 9am-5pm for details.



1. *Journal of the American Medical Association*, 1994; 271: 1000-1001.

Every evening, the lights of the city are reflected in the water of the harbor. The city is a beautiful sight, and the harbor is a beautiful sight. The city is a beautiful sight, and the harbor is a beautiful sight.

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name A CD packed  
with applications  
and materials. **92**

92







# PD Scene



Andrew Korn has had enough of feet cars and loose demons. But he still likes a good role playing game when he sees one.

## Cyberdrone RPG

Cyberdrone is a first person perspective adventure game very much in the Dungeon Master mould. It is highly unusual in that your character is dead before the game starts. You assume remote medical technology using what it is, death should no longer be considered as obsolete to computers.

In a Robinsonian place of cybernetics, your 428-watt engine has been sold to Techengen Ltd, who are keen on installing your body with all sorts of chips, markets and things. Fortunately for you, the console interface fails, and your original personality comes back online, giving you the opportunity to make your escape from the lab of the evil Techengen Ltd and, presumably, find the secret cybernetic removal shop and become yourself once more. This sort of thing happens to me most evenings, but I tend to feel that a nice cup of coffee does the trick.

Wandering around the lab complex as you hunt the cat, you come across all sorts of objects, puzzles and rooms. General gameplay is control as first by the body designed form. They are all drawn in hard green line art and are quite unattractive without recourse to the instructions. As you explore you have to keep stocked up with batteries and food, and you can find odd old boards which plug into your own slots to allow you to see dangerous energy fields and the like.

The graphics of Cyberdrone certainly leave something to be desired, but the game is really strong despite this. Well worth a peek for fans of the genre.



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## Dark Citadel Puzzle game



You could argue that top-down adventures with a main character who talks to the player in a game end the in just following the genre, but only if you were trying to unique out of advertising that this is a latest copy of the oldie series. Now personally I think that there is no harm in PD releases based

around other games, but a commercial release, even a cheap one like this, which is TMB close to no more else's work, cannot a bad thing to me.

Having had my race, I have to say that this is a good idea. The graphics are slow and cheap, although the update speed is a credit that of all you ever try to identify some vague examples only to be told "you KNOW what that is!". If this genre engine is ever used to write something with some originality, games of the month is a real possibility.

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**88%**

## In Death of Disco Jukebox

This strongly styled collection from Italy comes as an impressive 20 tapes into a very clearly presented non-slip floppy album. The music has a distinctly hard rock/money metal flavor, as which was put for the music a few years ago but is pretty rare these days. The whole lot

looks a whole heap, so if missing about in front of your Arange in a later jacket in order copy of record to get your strength, you're going to think this rocks.

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## Satisfaction Guaranteed Demo

Bouncing balls, plasma fields, swirling white dots. These are not the stuff of original demos. In fact there is something about this one which distinctly reminds me of the old Commodore 64 demo scene. I don't mean this is a bad way, this is a lot better than anything on



the 64, it's just a kind of nostalgia cycle thing. The demo starts with a spinning bouncing primary coloured sphere thingy, which is pretty relaxing. Then there are some turn-off effects and some white dots which sweep around the marginally distorted corridor in a waltz tango. I don't think I'd go as far as confirming the title, because there is no effort in this demo, which isn't even better screaming else, but it does the job.

Available from:

Classic Amiga PD, 11 Deanrigg, Radcliffe, Manchester M20 2SH. Tel: 0161 723 1638. Price: £1 plus 75p P+H

82%

## Amatory Minidemo selection

An excellent way to view a bunch of demos, this is a collection of 'turns', or short (frequently under 4000) demos. The demos all run from this disc menu you are presented with on booting. They don't all return you to the menu, but that's the fault of the demo programmers, not of the compiler. I find it amazing that demo programmers, who are capable of some truly astonishing feats of programming from advanced plasma screens to almost chunky 3D pixel routines seem to have real trouble getting things like making a program directly or even being able to exit it at all without having to reboot.

There are nine demos on this disc and some of them are really good. OK so the elaborate Side Telen Two Starline is probably only going to appeal to you if you are a Scandinavian (other than a Norwegian), and have been forgetting to take your prescription sunglasses but there are some pretty good things on. Particularly noteworthy are Eternity, by Brudholm, which is a real-time spinning lightsource of reflective 3D shapes (balls, and Spheres, which has some impressive FX, but not

lag is very nice. Fast plasma in plasma tunnel effect.

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## Logic Puzzle game

Logic is one of those puzzles on a grid sort of game. Playing against the computer or a human opponent, the challenge is to place coloured pieces on the board to repeat a pattern within a three by three grid next to the board. As each pattern is reproduced, you are presented with a new pattern to make. Your score depends on how successful you are in doing this. The challenge is to balance out the necessity of blocking off your opponent's patterns whilst finding time to make your own.

Effect makes a board game of this type good on foot is how challenging the problems it presents are. The twist of this game, which is to place your stones in such a way as to block your opponent at the same time as building useful structures for yourself, provides exactly the right sort of need for forward planning and tactical thinking which keeps you wanting to play.

The computer opponent isn't hard enough to provide a big challenge in the long term but it will provide enough of a challenge to keep you but you'll be wanting to play against human players pretty quick. An excellent board game though.

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89%

## Fast Cars Slideshow

Why can't there be a slideshow of alternative transport systems, that's what I want to know. These do seem to be the numbers of Amiga users who are into plans of Ferrari's judging by the number about, but I'm not one of them. I mean, OK, so they are very high quality 256k displayed as a stiff looking slide show with a nice fast 256k display, all very professional and so on, but how about something an older powered train and lighter-than-air freight vehicles of the future? Why does on-line small car that sort of thing to review?

Of course, if anyone was thinking of making one their Ferrari is useless, I withdraw the preceding statements in their entirety.

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| 1024MB Ramdisk                                | £11.95 | 2048MB Parity System/A1200                                | £1249.95  |
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| 16384MB Ramdisk                               | £11.95 | 32768MB Parity System/A1200                               | £1649.95  |
| 32768MB Ramdisk                               | £11.95 | 65536MB Parity System/A1200                               | £1749.95  |
| 65536MB Ramdisk                               | £11.95 | 131072MB Parity System/A1200                              | £1849.95  |
| 131072MB Ramdisk                              | £11.95 | 262144MB Parity System/A1200                              | £1949.95  |
| 262144MB Ramdisk                              | £11.95 | 524288MB Parity System/A1200                              | £2049.95  |
| 524288MB Ramdisk                              | £11.95 | 1048576MB Parity System/A1200                             | £2149.95  |
| 1048576MB Ramdisk                             | £11.95 | 2097152MB Parity System/A1200                             | £2249.95  |
| 2097152MB Ramdisk                             | £11.95 | 4194304MB Parity System/A1200                             | £2349.95  |
| 4194304MB Ramdisk                             | £11.95 | 8388608MB Parity System/A1200                             | £2449.95  |
| 8388608MB Ramdisk                             | £11.95 | 16777216MB Parity System/A1200                            | £2549.95  |
| 16777216MB Ramdisk                            | £11.95 | 33554432MB Parity System/A1200                            | £2649.95  |
| 33554432MB Ramdisk                            | £11.95 | 67108864MB Parity System/A1200                            | £2749.95  |
| 67108864MB Ramdisk                            | £11.95 | 134217728MB Parity System/A1200                           | £2849.95  |
| 134217728MB Ramdisk                           | £11.95 | 268435456MB Parity System/A1200                           | £2949.95  |
| 268435456MB Ramdisk                           | £11.95 | 536870912MB Parity System/A1200                           | £3049.95  |
| 536870912MB Ramdisk                           | £11.95 | 1073741824MB Parity System/A1200                          | £3149.95  |
| 1073741824MB Ramdisk                          | £11.95 | 2147483648MB Parity System/A1200                          | £3249.95  |
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| 39614081257132168796771975168MB Ramdisk       | £11.95 | 79228162514264337593543950336MB Parity System/A1200       | £9749.95  |
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| 20769187434139310514121985                    |        |   |           |



# PD Utilities



Christmas has moved to March shock. Well, it's always best to be prepared. To figure out how this change of festive seasons occurred you could always try to work it out by mathematical equation using Mathsript, Andrew Korn's utility of the month.

## Christmas clip art 97

Um ... Christmas clip art

Call me a cynic but I'd bet that a month or two ago this two-disk clip art collection was called Christmas Clip art 96. I mean, Christmas comes earlier every year, but this one arrived in the office in mid January. On the other hand Christmas past gets worse every year, so why not play it safe and get your cards done now.

The clips are pretty standard Christmasy fare with ruddy-cheeked Santa and playful reindeer, exactly the kind of stuff that makes me remember old-fashioned black and white striped ballad sweats, but it is of a very high quality.

Available from: Classic Design PDs, 11 Bessington, Redditch, Worcestershire M26 3JH Tel 01827 7291000 Price: £3 (for two disks) plus 75p P+P per order



86%

## Kid's Stuff!

Paint plus

Kid's stuff is a great little package. It has a host of additional features for playing music, designing postcards or birthday cards, writing notes and so on. Pointing is one standard, three and shapes being drawn with start and end dots rather than the hold and release method which is annoying, but the wealth of options makes up for this.

Available from: Roberts Smith PD, 100 Falden Way, Hampton Garden Suburb, London N2011 6JE Tel: 0781

488 5026. Price: 90p plus 50p P+P  
Special offers  
for users who register elsewhere.



88%

## Mathsript

Mathematical equation editor

$$g(x) = \sin(x)$$

$$g(x) = \sin(x)$$

$$\frac{d}{dx} \sin(x) = \cos(x) \quad V(x) = \int \frac{1}{x} dx = \ln(x) + C$$

$\therefore$  I'm going to give this package a 98% + 10%

Utility  
of the  
Month

Facts don't tend

to come with

things like 'less

than or equal to'

symbols, 'there-

fore' symbols,

'end' symbols,

etc and hap-

penoids don't

have keys for

them anyway.

Mathsript, how-

ever, by Simon Brier, allows you to type or

access an extensive selection of symbols from logically

laid out menus. The program is intelligent in its han-

dling of input, guessing what you type is and configu-

ring the font to match, attempting to recognise whether

you have typed in a fraction or a result is for instance,

and using a different font for each.

The equations can then be output to bitmap or

uncompressed Postscript format, which it does via the

PostLibrary. The EPS output was not only read with-

out complaint by Quark as the office Mac, but even

produced a preview, a feature Aegis programs just

don't do. I can't pretend anyone who doesn't regularly

produce documents containing complex equations will

ever find a need for it, but if you do, this program

is brilliant.

Available from: Ambient paths

MacMath or please visit

PD Library.

Registration for full version: £15.

91%











# CD-ROM Scene



Andrew Korn takes another look at those wonderful things called CDs.

## Epic Interactive Encyclopedia

When the previous edition of this encyclopedia was released, some complaining noted Tony Hoggart, who reviewed this last year, around this there was a definite lack of multimedia most regarding that too much space was spent on the playback of the encyclopedia section. He was also right (observed about the lack of a true reference) when a what is after all intended as reference material. Epic released the 1997 version with a stated aim of answering all the various questions. Have they succeeded? Let us see.

The Epic Encyclopedia installs the driver software and a directory structure on your hard drive. (Epic utilized the Windows and response of a more complete of hard drive space. The installation process takes a little time but there is a nice pause and a bunch of samples of important historical events, such as the moon landing to keep you amused while you are waiting. Because the make-up of the encyclopedia is actually a directory structure placed on your hard drive by the installer, there is a very easy upgrade path with new events or updates to events just being shuffled into the appropriate drawer is a very off from being the fastest way of running the system. Though jumping through the encyclopedia list to an individual event takes about 30 seconds, which is an absolutely long time for what would have been a simple index or function of a window in a more orthodox fashion.

Once the program is up and running, the most obvious change has been that Epic seems to have taken time to advice and prepared the media drive a section which presented a full slide show with a rather an informative slide-over



feature is a dictionary of things. Click on the map and you'll get a flag and a paragraph or two of text on the country in question. Not superlative, but it is useful and takes up a lot less memory than the media show.

The Encyclopedia is a client section that is designed for kids displaying pictures of various games which you can click around with the mouse to get a reaction. A drive starts to play a musical note, and if you select items made you then get dropped into the Encyclopedia with a small selection of images available relating to the subject.

Use of the Encyclopedia program is very simple forward. It has been improved since the last release with a wide and powerful set of control options. Most notably the multimedia section which reduced the number of entries in the Encyclopedia by a long way but, instead, that entry being well which will have some multimedia address, including the all too regular. Sorry there is no

media for that subject. The reason that that can be done is that you don't need a lot more time to get the up on the show off.

The range of multimedia (that is not a properly implied) from the digital format has been changed to drive a key to the various events and the each file has sound sample music track, sound melody phrases, live clips, or interactive. The files also remain a block displaying, but the sound is now quite impressive. Look up a item of music and you will find an example (but to listen to look up working and you will find it wrong, look up a song and you'll get quite a laugh. The images are great but on the whole good, and can be viewed up to if the small box seems limiting, but the video is a rather good. You get the impression that the designers of this encyclopedia were told more by what they could get from what they actually wanted. Includes a single photo when old

revisited and then using only sound effects to drive what they were for the last. Take that photo, presumably because they are all easily available to the user. Interactive events for a good idea, but the only time this can be used for this can be compared to games. There is a different view of Epic's history to play.

There is still a worry about the lack of an authentic voice. The encyclopedia is roughly two thirds by the authors and one third sent to them by various companies. I don't notice anything really wrong, and some individual ideas are missing, but you wouldn't have this as a well used source. The way you would something like from the last, for example, and the information can be a little sparse. Having said that as a learning aid for kids, or a quick reference guide to the state of the world, or a learning through, this is a really worthwhile disc.

Available from: Epic, 43 Abchurch Lane, London, W1P 3AA. Tel: 0800 121 446. Price: £39.95 plus £1 P+H. Owners of older editions may get upgrade details.

91







# Art Gallery

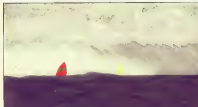
Time for a cultural interlude. Relax, sit back and enjoy this selection of reader's art. Once you've done that you can turn to the Workshop section.



Artist: Andy Wilkinson, Leeds  
 Amiga: A1200, 22Mb RAM,  
 Blizzard 1230 Software: Photogenic



Artist: Jonathan Scott  
 Amiga: A1200 Apollo 030/50 8Mb RAM  
 Software: Photogenic, Omega 402



Artist: Andy Wilkinson, Leeds  
 Amiga: A1200 22Mb RAM, Blizzard 1230  
 Software: Scanned in with Powerline Pro and modified with Photogenic

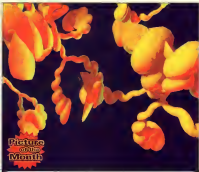




Artist: Andy South, Cleveland  
 Arange: A1200 Software: Real 3D



Artist: Torge Korkum, Norway  
 Arange: A1200 SW: Photopass



Artist: Joel Nickerson, Sweden  
 Arange: A1200, Wizard 5200 50MHz, 32Mb RAM  
 Software: Real 3D, Photopass



Artist: Tyler Davidson, Canada  
 Software: LightWave

Arange: A4000, 16Mb RAM









As well as the usual helping of top tutorials, this month we are kicking off a new series on desktop publishing starting with how to get your page to print out looking like it does on screen.

## 76 Imagine 4.0

Manipulating objects beyond recognition is always fun but it's even better with our paper cover disk from the January 1997 issue.

## 82 New DTP Series

Desktop publishing guru Larry Holmest has kindly agreed to share some of his secrets with us over the coming months. Good stuff!

## 84 OctaMED SoundStudio

We're revisited tinkering, experimenting and writing discourses with our wonderful cover disk from last month.

## 86 Wired World

Don't believe a word of Tron and Simon say as Transience Impossible: who is where who fled out how the Internet works.

## 89 Surf of the Month

Here, what a well informed person Tony Hargrave is, his interests are very varied in this surf selection above. But who let the pigeons in?

## 95 FAQ

If you're keen on learning more about graphics then look back to back about the difference between standard and bitmapped images.

## 96 Masterclass

More reasons as to why you should use the Shell more. Not only does it make your life easier, it saves you lots of time.

## 98 Q&A

Even though the Amiga is the best computer there is, sometimes it goes wrong or things don't work. Don't worry, we're here to help.



# Regulars

## 102 Backchat

As the CU Amiga Magazine team are not known for sitting on fences (see page 105) neither are its readers in their two pages prove.

## 104 Subscriptions

If you feel it has to be back issues page more than once in your lifetime then you need a subscription. It makes sense. It saves you time and money so do it now.

## 105 Points of View

The CU Amiga Magazine team are not known for sitting on the fence getting opinions up their nostrils! No, no, if they've got something to say then they'll say it loud.

## 106 Back Issues

This is the page to turn to if you missed out on any issue of CU Amiga Magazine. All the main details of previous issues including cover disk and CD content are here.

# Amiga Workshop



# Imagine 4.0

**PART 4** The Detail Editor is full of secrets and special tools which can be used to create new objects or alter existing ones beyond recognition.

The Detail Editor has lots of functions which are designed to help you create interesting and complicated objects. However, none of them are as far from obvious as it is a lock at first, some of the more obscure tools work. All the options which follow are available only in the Detail Editor so you'll need to have selected this editor to start.

## Skin (Object Menu)

Apply Skin to a collection of shapes and Imagine will create a new object, whose surface is defined by the shape's outline. It is easy to see it happening rather than explain, so check out [pics 1,2,3,4](#).

A disk was created from the Penrose roses and the point at the centre was removed (this makes the object hollow). The disk was then duplicated and moved. Finally all the disks were selected and the Skin function applied.

There are several points to remember when using Skin. First, you can only apply the skin to

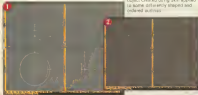


shapes with the same number of points, so use Copy and Paste to duplicate the first object. Secondly, you must place the outline shapes in the order in which they were created. It was this up the second and third shapes, for example, you will cause the skin to double back on itself. This object can be useful sometimes. Finally, you don't have to have each outline be exactly the same shape, as long as the number of points is the same, that is sufficient. **Pic 4** is a rather bizarre object created using Skin applied to some differently shaped and ordered outlines.

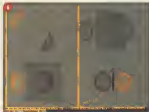
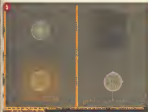
## Slice (Object Menu)

Understanding Slice is easy but used it can be tricky. Slice creates new objects by combining two or more objects. The easiest example is a Sphere being intersected by a Plane. On a Slice is applied there will be four objects: the Plane with a hole in it, a single disk and two hemispheres. **(See pics 5, 6)**

When setting up your objects, you may occasionally see an error message like the one in **Pic 7**. Don't panic if this happens as you need to do is select one of the objects and move it very slightly. You should be able to make any object slice in this way and to







perfect for creating complicated shapes, quickly and easily. You may sometimes see extra lines (polygons) on one of the objects. Imagine inserting these lines to make a smooth edge for the new objects. For example, extra lines are required in the Plane object, to make a circular shaped hole in it. As you see, you can't see the render, these extra lines don't alter the final image (See pic 6).

### Merge (Object Menu)

The Merge command can be used after Close to clear up any unnecessary faces which may have been created. It is also useful when loading in objects from earlier versions of Imagine or objects created by other programs. If, when rendering, you see error

messages about a particular object, Apply Merge to each of the parts in turn.

### Join (Object Menu)

Join creates a new object by permanently joining together the selected shapes. Unlike Group, which creates a temporary macro object, Join will link the objects so that they have a single common axis. This Join cannot be undone, so think carefully before applying it.

Also, some physical attributes (such as Specularity and Roughness) will be lost. Although the colour, reflectivity and transparency are not lost, Join is sometimes useful as a last ditch tool to load Imagine objects created by other programs.

### Split (Object Menu)

Although a Join cannot be undone, Split gets pretty close. As you might expect, Split takes a single object and divides it into two parts, each with their own axis. During the splitting process, some faces may be lost if you select Lines, rather than Faces, although this can make for a rather interesting effect (See page 6, 10, 11).

To select the region of the object you want to Split, you'll need to change from Group



editing to Point (File or Face editing). To do this, select the Object and then use the Make Menu. Now select Split. Here a Sphere being used to take a chunk from a Sphere (See pic 12).

### Fracture (Object Menu)

Fracture can be used in two ways, either at object or point level. When editing objects at the point level it is sometimes desirable to add more detail. For example, you might want to make a corner smoother by applying Fracture; the face will be split into smaller faces, and you can edit in more detail (See page 10, 14, 16).

When applied to an entire object, Fracture







crease the resolution of the spheres from each other. The distance they occupy (radius) and the intermediate distance (size of the wire sphere) is adjusted to the size of the wire sphere. In other words, the distance between the two spheres is adjusted to the size of the wire sphere.

**FIGURE 16 AND 17** After wireframing, when you fracture a sphere, you get a grid of 10 to 12 to 14 grid lines, but a 10 to 12 to 14 grid.



the 10 to 12 to 14 grid lines, but a 10 to 12 to 14 grid. The distance between the two spheres is adjusted to the size of the wire sphere. In other words, the distance between the two spheres is adjusted to the size of the wire sphere.

**(See page 116, 117)**  
**John Kennedy**



## Come into the light

It isn't enough to create nice models and just click them down in scene. Correct lighting is vital for best results.

There are several ways to improve upon a typical scene. Increasing ambient light generally works, but the image can become washed out. By adding some extra light sources, such as a nearby plane or illuminating the space with spotlights. An interesting background also does wonders.

**(See page 116, 117)**

Lighting other types of scene is trickier. In the real world, the sun provides lighting as well as hundreds of other sources. A professional photographer gets around this by using a studio to control all light sources and their reflections. There are a multitude of ways in which lights can be arranged, but there are some golden rules. It is important to keep track of the location of the light source in

space. To the camera, there's a few from the camera to the object, and another few from the light source to the object. This angle is of importance, too small and the object will appear flat, too large and it won't be illuminated at all.

**FIGURE 18 AND 19** are some examples of light and camera positioning.

Don't be too happy. Just use two light sources. The main light source, to make sure the object isn't flat and a second light source (to brighten the shadows) which is far from the main light source. If you are simulating a real-world scene such as a room, you'll want to add light sources where there are real light bulbs or windows. One light with only one light is straight-forward. Most rendering programs allow objects to be turned into lights, this means that creating a real-world scene is a matter of creating a



FIGURE 20: A sphere with a grid of lines.



FIGURE 21: A sphere with a grid of lines.

light, white, bright light source. Likewise, light sources can be placed in the scene. You will need to experiment with ambient lighting settings for best results.

Windows can be a problem. If you want them to be a light source you have to rely on your particular image rendering program. Some well model rectangular light sources very well, others will allow you to cheat and apply layered textures to light sources.

Of course, if the end result looks good then it doesn't matter how you got it.



FIGURE 22: A sphere with a grid of lines.



FIGURE 23: A sphere with a grid of lines.



FIGURE 24: A sphere with a grid of lines.



FIGURE 25: A sphere with a grid of lines.







Next Month ...

## ImageStudio!

**AMIGA**  
 MAGAZINE

Is your next month only with CU Amiga Magazine? ImageStudio is the complete full version of the highly acclaimed 24-bit graphics and image processing package is coming your way! While some graphics packages limit your Amiga to just 256 colours, ImageStudio works in 18 million colours what ever Amiga you have. Performing tasks like saving from colour reductions and resizing to various special effects. The built in virtual memory is a Godsend, allowing you to work on enormous images far in excess of your RAM capacity. Unlike its intelligent leaders and even can handle just about any graphics format you're likely to come across. Ideal for an in job of graphics work, ImageStudio can handle to perform all manner of jobs. ImageStudio could well be the answer to your prayers, but don't just take our word for it, have a good look at the screenshots here and check out these amazing features:



- Works in 24-bit for the ultimate in picture quality
- Display images in up to 256 colours on an AGA machine
- Fast internal picture viewer
- Import IFF-ILBM, BMP, GIF, JPEG, PCX and TARGA
- Export IFF-ILBM (including HAM formats), BMP, GIF, PCX, TARGA, EPS and JPEG
- Copy and paste images to and from the Clipboard
- Crop pictures with ease
- Undo and Redo operations
- Change the colour balance of images
- Reduce the colours of an image (great for doing Web graphics)
- Scale pictures
- Sharpen, Blur, Remove Pixels, Create Shadows, Emboss and lots more special effects
- Convert batches of images from one format to another
- Loads of pictures on the CUCD for you to muck around with





Colours

☒ Colour mapped ☐ 384

No. colours:

Colour choice ☐ Neighbours

☐ Either ☐ Flood-Blanking

☐ 16 million colours

|            |               |                         |
|------------|---------------|-------------------------|
| 1. Country | USA           | InfoMap                 |
| 2. City    | San Francisco | 707 X 498 - 10M colored |

```
File Edit View Window Help
New Open Save Print
Find Replace
Format
Window
Help
Format - Insulated wires
File Edit View Window Help
New Open Save Print
Find Replace
Format
Window
Help
Format - Insulated wires
```

[illegible][illegible]

**Also starting...**

We've got our top magazine lined up for you next month. The April issue will be packed an aces with all the regular tips and tutorials, along with the usual-catchy reviews section. The desktop publisher's favorite PageStream 3.2 is currently undergoing extensive work leading to one release line. The results are due back on March 10th. We'll also be bringing you a full review of a third. Want new games for anyone who wants to have their Amiga with an interactive music video machine. Rather than spoil the surprise, we'll refrain from telling you about some of the more bigger reviews we've currently working on. Let's just say we know you won't be disappointed.

Our DIF laser combination series is not to move you a gear or two like a sub of the just-available towers from Bittorrent and tackle the tricky issue of re-linking the entire storage motherboard into a lower class. All of this, plus an interlocking into one of the most cutting technological developments of the past few years. Inherent cable. It's cheap, it's easy, it's fun. Just do it now!

Right, that's all we're telling you for now. It wouldn't do to let all of our eggs out the bag now would it? So make sure you don't miss the April issue of *CU Annuu Magazine* for all of this and much more to come.

[illegible]

**APRIL ISSUE ON SALE 15TH MARCH**



# Desktop Publishing

This month sees the introduction of a new regular column devoted to DTP hosted by our resident DTP guru Larry Hickmott.

**W**elcome to the first in a series of workshops about desktop publishing. In the workshop, we are going to look at desktop layout and printing in a DTP vs. a WYSIWYG environment to get some printing that tried to stop us again and again.

Printing for many desktop users is a hard work. A lot of this is because there is not a lot of documentation on the subject available. Most manuals are mostly written for the PC and/or the Macintosh and the ones that cover the things do not go into sufficient detail to help you out when a problem crops up.

However, it would be impossible to produce a manual that addressed all your print or DTP problems. In most cases, the problems are normally due to an error with an application, not the printer. Also, most printers/drivers used for desktop printing are part of third party enhancement packages and so the guidelines for printing become much more complex depending not only on what enhancement package you use but also which printer.

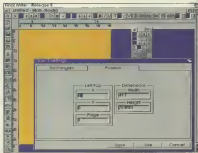
It may sound complex but we're here to try and address the more frequent problems. To begin with here is one solution to the common problem of trying to get your final printed page to resemble the one on your monitor (or TV).

## Ready, set, go ...

Then we have a tip to help you make sure you can get all the elements on screen to print out where you want them to. This is set up so to find out what your printer's hardware margins are. Most, if not all printers, have an area around the edges of the paper they cannot print on. This is known as the printer's hard wire margins or printable area.

Printing out your printer's hardware margins is fairly simple. Most manuals for a printer will have the figures, however even those may not be right for you depending on the printer as well as you are using.

Here is a more reliable method: start off by making sure you have the correct printer driver selected in Printer Paths. Run the application you use most such as a word processor in this tutorial I'm using Wordworth 8.0 and Final



4 When trying to establish what your printer's hardware margins are, make sure you print in standard size with a standard font. This will tell you where on the page the printer margins are and what where it is not.

Writer 5. Choose an A4 page if one does not already exist in Final Writer go to the Page Setup in the Layout menu. If you're using Wordworth 8, then choose Print Setup from the Printer menu.

The printer box is used to change in Final Writer and in the Print Area part of the requester. Make sure Custom is selected and the figures are all entered in Wordworth check all the print borders are set to zero. Final Writer uses a click on Use while those with Wordworth check OK.

We are now free to cover the entire page with a colored box. It doesn't matter how you do this, whether it's a one box or several boxes. Once you have done this, print the page. The white areas around the edges that are not printed are the hardware margins of your printer. The driver combination of Measure these margins on the left, top, bottom

and right and write down the figures in your computer's manual or keep the figures somewhere safe.

Now to select the Layout/Setup menu item in Final Writer or in Print Setup in Wordworth take the figures you have come up with and enter them into the appropriate gadgets. To test whether you have been successful, place an object on the page with it in the printable area. For example you could use a line that is two inches from the left and two inches from the top of the page. Print the page and measure the distance between the edges of the paper and the line. They should now match the figures you had on screen.

It may dawn on changing the Page Control in Printer Paths and use it that makes



5 Wordworth's printer's hardware margins are set to the final printer margins in a printer box.





It's not the best policy when printing photographs and artists like the fine manager in Photoshop and the Adobe Filter Printing application use Adobe Professional.

and difference. Or if that doesn't work, print the same page with the last two inches left on the left and top with the *Fit on Screen* or *Fit on Page* menu. And to avoid this before and see how much difference that makes.

## Filling your page

Another common problem is not being able to print to the bottom of a page. This is quite easy to fix if you're prepared for some tricky business, although don't try the following with a laser printer.

To print to the bottom of a page, you need to fool the printer that the page you have in your printer is longer than it is. So cut a strip of paper about 3" high and slightly thinner than the normal length of your page and stick it onto the under-side of your page using a type of adhesive that leaves no residue.

Let your page be longer than it is in the various printer preferences in Photoshop and your application. Now print a page with elements that stretch right to the bottom of the page. The margin necessary at the bottom of the page will be preserved by the laser printer strip which can be removed once you have finished.

Another method used one 1" paper for some

types of work, it is to go to my local printers and get them to supply white into sized A4 paper. This type of paper is not usually available in most areas but printers use it all the time. The advantage of using this type of paper is that you can fill a regular A4 area on the oversize paper and then have the finished work trimmed either by the printers or by doing it yourself using a suitable cutting method. This requires a print job that can take oversized paper so make sure your particular printer can before ordering more of it.

## Better looking

Finally I am constantly being asked if I have dithered with questions about how to get photographs to print as good as the film plus you see in your local PC shops. The solution is twofold.

One is to get a printing enhancement package with the best printer drivers available for your printer. The other is to experiment with the dithering options. Both QuarkX Professional and Adobe Photoshop offer excellent dithering to help you produce super color looking photographs.

Using the standard Workbench dithering options, when you try and print continuous tone images (such as photographs) you find up with dark, muddy looking images with what is known as contouring. This is simply a form used to describe the visible steps noticeable when a printer attempts to simulate the change of colour from one shade to another. The best results in producing

## Hold the front page

Digital (tel 01296 270 273) believe that the reasons that they have held out of version 3 for the Workbench are obvious. Those who have upgraded to version 3 from a version other than 3 (like 2 for example), can buy the version 3 manual for a fiver. A truly remarkable effort! The Workbench 3 manual is available only. The printed version is available as far as I know.

News from SoftLink is that PageStream 3.1 and 3.2 are out and shipping. I understand there have been some staff changes at SoftLink which may have affected whether you already have yours but the really excellent news is that new versions of the heavyweight package are still being developed and 3.2 is the latest I have heard of. More news soon in *CUA Amiga Magazine* with a full review.

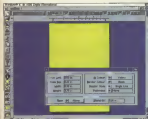
smooth gradients will dither them out using a print enhancement package rather than an Amiga without such software.

The use of dithering in the page has changed dramatically since my days working for a newspaper when everything was done by study cut and pasting elements to the different body.

In most years wondering how I found it about getting the right margins and getting to the bottom of the page. It was by proper meeting and taking note of what happened when I changed certain parameters and that fellow Amiga. It took you too can find out more about how your Amiga and printer work together. Just be sure to have plenty of patience. You'll need it.

In next month's workshop, the topic of dithering or the graphics software for DTP. See you then! ■

Larry Redman



As for Workbench, use the Information panel to ensure that the page is the right size and not too high printer.



It is only by these printing methods for Workbench 3.0, Photoshop and so on, that those who can print their pages correctly in Workbench 3.0 can avoid the high printer.



# OctaMED SoundStudio

## PART 2

Here's a step by step guide to your first multi-channel 16-bit song with our superb OctaMED SoundStudio cover disk plus some trouble shooting.

**W**hen the program is first loaded as SoundStudio 1, you are faced with a screen where to stop. This screen, and if you are going for a steep by 100% guide to producing a higher channel 16 bit song, rather than producing on a 16 bit file, various settings of the program Helpfully they will get you up and running in no time. If you are somewhat older to get SoundStudio or to work with it, you will find it is important that you have all the settings adjusted correctly - set mixing mode and you could be forced to have to wondering why nothing is happening! So take a few minutes to run through the routine here and you'll soon be

familiar with all the major controls. SoundStudio OctaMED users will be able to speed up in some of the available but don't worry, I will keep an eye out for the new tips. Right then here we go:

### Step 1

Load SoundStudio and select Set Options from the File menu. Click on the button marked 1-64 Ch Mono then OK. This puts the program into multichannel mode.

### Step 2

Select Mixing Settings from the Settings menu. If you have not yet chosen your output mode, if you have one of the sound cards listed in the box then select that. Otherwise click on either Amiga 6-01 or Amiga 14-bit. The 14-bit output is recommended. Set the Stereo button to on so that it displays a dot.

### Step 3

From the Mixing Settings panel you can now select the mixing frequency. If you are using Amiga 6-01 or 14-bit output and are using a standard PAL or NTSC system mode (such as 16-bit) or interface (other than ProMotion) for example, you will be limited to a maximum mix rate of 2570Hz. If you have a multi-synch monitor you can change to a variable screen



mode and make use of higher rates. A higher mix rate leads to better quality sound.

### Step 4

Set the Maximum Channels slider to 12. This will allow you to use up to 12 tracks in order. You can come back and alter this setting at any time. If you want to use most or fewer tracks during the course of a session.

### Step 5

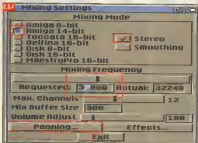
Click on the Panning button and drag each of the channel panning sliders to the centre. It is a good idea to have everything panned to the middle before you start. You can then come back to this screen and pan out the tracks as and when required.

### Step 6

Select Set Properties from the Block menu. Move the Tracks slider up to 12. You could also visit the Grid Pages feature to 2 or more. This gives the default block additional command pages, which are extra out of the original block that allow you to put more than one command on each line of a track. When you have more than one command page, use the 1 and 2 buttons to cycle through the pages.

### Step 7

Now you can load some samples and start to mix it up your song. Use the Sample List, the Environment menu or the Disk gadget (which by default the SL is button on the main control).



## Tips and shortcuts

Here are a few tips and shortcuts to get you going.

| Sample List         | Control key              |
|---------------------|--------------------------|
| Enter command block | Ctrl + G (Command Block) |
| Enter command block | Ctrl + H (Command Block) |
| Set track name      | Control key              |
| Change name         | F2                       |
| Copy track block    | Alt + C                  |
| Highlight line      | Tab                      |
| Select Command Page | Ctrl + G                 |
| Block Page          | Alt + G (Command Block)  |





penetrate to load a sample. This can be an MP3 (or WAV) or AIFF (or WAV) or a WAV sample. Stereo samples can be used just like mono samples but will occupy their shared panning even though they only occupy a single track. If you're familiar with OctaMED 1.0 you can now go ahead and create your song as normal. Newcomers are best advised to follow the test drive steps and take a look at the General Operations panel for some tips.

### Step 2

Making up a song from your samples is fairly straightforward. The rest is to program a series of blocks and then arrange them into a pattern using the Playing Sequence editor. So after you've made your first block, go to the block menu and select New Append to add a new blank block. Use Shift and Cursor Down to move to the new block and then program this as before.

### Step 3

When you have filled them one block, click on the Set button on the Information panel to bring up the Playing Sequence editor. Use Shift and the cursor keys to select different blocks and insert them in the sequence in whatever order you like. Select Data from the Project menu and you're now and then to save your song to disk. Select all the time settings in the top bar for copy.

## Trouble shooting

There's nothing worse than falling a problem and having absolutely no idea what's gone wrong. We'll finish off this tutorial guide with a few solutions to common problems.

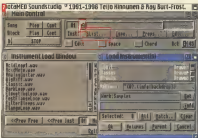
### Can't allocate audio channels

Another problem is already using the Amiga audio channels, even though this or her isn't were may not be making a sound as the time you need to find the software using the channels and close it down before you can play a song from SoundStudio through the normal Amiga channels.



### Sample editor trouble

The easiest way to see the default sample and replay note within the sample editor is to select your preferred octave range using the keys F1 to F5, then hold down the note at which you want to sample or replay the instrument and click on the box just to the right of the sample display marked Pitch. This causes a display to enter a name that you can enter into the Pitch box. If it would pose the problem of entering a value which exactly matched the sample rate of one of the notes in order to reach its true pitch.



## Med User Group

The official MED Users Group (MUG) for the rt) was formed in March 1993 with the aim to provide OctaMED users all over the world with technical support for the program and a forum for their creativity and opinions.

The group produces a disk magazine around six times a year packed with the latest information about the program, modules created by members and related articles and reviews.

If you would like more information, please write enclosing an SAE to: MED User Group, 6 Glenview Road, Swindon SN3 4AE, UK. Or you can Email them at: [ug@666electron.co.uk](mailto:ug@666electron.co.uk)

### Playback is totally mangled

If you have a multi-channel module loaded and try to play it back with the Song Options set to anything but 1.000000, you will hear total a disintegration of the new song. Make sure you have followed all the steps on this and the previous page to avoid this.

### Samples are played too slowly

You might find sometimes you load a song and when you hit Play half of the samples are delayed or an octave or two lower than they should. To get around this go to the Miscellaneous section from the Settings menu and turn on Use Mixing for both MIDI mode and tracker mode. Save the settings and then reload the module.

### The whole system looks up

This will happen if you demand too much from your system or other words if you set up the program to play more notes than the CPU can really handle. If you get the rate too high on a slow machine Smoother mode will cut off the CPU power and force. As a general rule you have to be able to run Smoother with multiple playback if you have more than a couple of tracks playing even on a 68030 based system. However, smoother should never be used when recording a session to disk, as the process does not have to be performed in real time. If you are using an Amiga sound sampler you may also experience look ups. See the on line documentation for more details. To exit from a look up situation, hold down both mouse buttons.

### Only four tracks are played

Even though you might have set up all of your settings to have more than four tracks, you might find that only one line has been played. This is likely to be due to one of two factors, either you are not in standard four channel mode (Song Options), or you have not set the Max Tracks (Mixing Settings) to the required number.

That should be enough to get you going for now. If you have any further problems then write to us at the normal [tin@edjohns.co.uk](mailto:tin@edjohns.co.uk) or contact page and mark your development in SoundStudio 1.0 A. ■

Tony Harper



# Wired World

We're going back to basics this month as we take a look at good old fashioned text and how it can be typed in one computer screen and appear seconds later on another.



**T**elnet is probably one of the better known terminal packages on the Internet. It's a simple system which sends your typed text to a server on another machine and displays them there. We've covered it to a degree in a previous Wired World column, however, this time we'll use a Telnet client to access other services apart from standard Telnet services such as IRCs and talk at how we can, for example, read our Email using it.

Many of you will have used a term net package before as this will not be a new idea. However, not only does a terminal display external characters but they can also interpret special control codes to move the cursor, change colours, clear screens and more. This is the popular method of doing this, it's a few control or eight colour graphics built out of a fixed graphic character set, it's like the CBI if you remember that.

## Manual services

Telnet client is an excellent tool for driving certain online Internet services such as TCMIP manually. TCMIP requires a host and port number and with Telnet these ports may be then be opened or reserved for a manual services such as Email, news, FTP and WWW.

AmiNet is a few wonderful graphical shell-like Telnet client which is GUI driven and comes from the same camp that brought you AmiIRC, AmiFTP and Virginit. It works great on all flavours of AmigaTCP and MNet, it's on the owner CD ROM of the machine so you can check the usual Wired World drawer in the



Configuring AmiNet to use an ISP and the POP3 protocol. On screen version of this, shows how to log onto the User of Your ISP.

steps to identify. You can also find AmiNet, on the Amiga or computer AmiNet/1 file.

## Emailand

For this tutorial we're going to use AmiNet, to read your Email. Installing AmiNet is simple and once it's linked up to your ISP you are free to run it.

When the AmiNet GUI appears change the terminal type to VT100 as this is an universal terminal type which will interpret. None of the basic formatting codes used by chat servers. What we're going to do is log into our local mailbox and send the special POP3 commands manually. Of course if you're a Demot customer this won't work as you have a SMTP mailbox in the network, so skip the section on SMTP.

Find the name of your mail host, it's what you would have entered into an Email package, such as YAM in the pop3 server box. Now change the port number from the MAIL-23 to 110, which is the POP3 service

which we want for now. Another thing we need to change in AmiNet is the settings for users.

At the moment it's set for Amiga style LFs only, change it to Return and Linefeed as CR + LF you'll find these two check boxes in the settings menu.

## Friendly ISP mailbox

Now we're ready to go, hopefully you can do this before downloading that so it's a little easier to play with. Hit the open connection button and you should be greeted by your friendly ISP's mailbox. If not, double check the server and port settings. The POP3 screen is simple and very easy to deal with.

Firstly you need to identify yourself. Type USER followed by a space and your login name. For most people this will be the same as the username used to log on to your account. If you were particularly stupid your username is you. Again if you have this in your Email package already.



With the GUI there is no need to use a shell-based interface except that it's easier to tell other people about it than the other one.









## Net God speaks

Heeee, I feel a bit different this month. Must be the coffee. At any rate, the upcoming months could well be interesting for Amiga veterans. The cold winter months were warmed quite a bit by the emergence of some new applications and some great updates to old favorites, and now it seems that, once again, Java capabilities may be right around the corner.

Besides the prospect of allowing Amiga users to snoop around yet another industry lemming (thanks to Voyager 3, we've recently been permitted to talk about 'lemons'), Java would open up a whole new realm of platform-independent tools, utilities and tons of applications that are both fun and useful for users of the Internet. At least, that's what the hype machine says. But just about everybody who's anybody among the online movers and shakers have at least indicated a token interest in supporting Java, so it's worth keeping an eye on.

# Surf's up!

Ooh, looks like some nice hot Java could be with you very soon. Other new arrivals will include AmTerm, AmTel and Microdot II.



BillieGris: an older version which looks a little better!

## AmTerm and AmTelnet Out

Quentin Mocher, author of AmTelnet, has started not once but twice with new console and telnet utilities. AmTerm 1.1 and AmTelnet 1.1.

AmTerm is a full-screen utility into the well-populated pack of terminal software for demo day 68686, utilizing the full system like the other suite of network tools with the Am prefix. AmTelnet (also in a month's time) World is not a rather simple but extended only for accessing Telnet sites while leaving the taste of old wine. The two are tried of the desktop top of Macintosh, the AmTelnet already almost all of us have been using AmTelnet is a good one.

Both utilities are shareware with the same registration than other 'AmigaWare' products such as AmTelnet and Voyager.

## Making a Full Search

The AmigaNet search engine has certainly never always had decent tools like WebSearch (formerly, at the ADT Network) Download Tool which allows you to hunt for certain keywords. But now a new service called Web by Tension Address allows for full-text queries including rather searches for compressed.

A number of full-text engines may be ignored by the server. To get a try, check out <http://www.tension.com/central/central.html> and do your worst.

## Microdot II, Coming Soon!

Oliver Ingemar Dahl (author of the Voyager 3) web browser and the author of such notable past ages as AmIRC and AmigaNet is hard at work on Microdot II, a new full-featured Universal news reader for the Amiga.

Details are still sketchy but

Microdot II should have Amiga users in the sky by posting and collecting a ton of files found that much quicker and in style.

Keep your fingers crossed! WebWare's homepage at <http://www.webware.com> has the latest AmigaNet in the list. Microdot II will be in the future.

## Java for the Amiga?

Inale Development, a new Amiga software company based in the US, is planning the launch of a line of titles for AmigaOS and pOS, including a Java implementation to be known as 'MOCA.'

MOCA uses 'Just in Time' Java technology, which will compile applications written in the slow but reliable Java language into speedy Amiga code. This should allow Amiga users access to everything from customized online animations to complex interactive applications, such as real-time multiplayer games which rely on Java's portability and network nature. As well as MOCA, Inale will be also trialing the Phoenix Development line of software, including the upcoming New York Universal newsreader.

Phoenix Development is behind the ClassicOS GUI construction and Inale is behind ClassicOS to a much. Phoenix Web Games, a browser whose feature list would put it in strong contention with the browsers, Amiga and Voyagers of the world, is also due for release before mid-year. Web Order promises to support HTML 3.2, complete with frames and tables, and will interface with MOCA for Java applications. Inale can be reached at <http://www.inale.com>.





# Surf of the Month

Pigeon droppings, golf, pop bands and science fiction are on the agenda for this month's journey into the world wide web.



**W**e'll kick off this month with a quick look at the online version of *W* among the original dance music and club culture magazine *Mixmag*.

*Mixmag On-line* has been around for a while but it seemed ready to reinvent itself as they have just recently launched a sister site *DMAP*, the games and thing come magazine for CD America Magazine (which isn't evil! Anyways, this is not an affair, this magazine is based on the UK and global dance scenes, covering styles from hip hop to hardcore, house, techno and all the other peripheral topics that should all float due to *Mixmag's* main publication. *Mixmag On-line* also has a section on the site which

caters specifically for DJs in the form of charts and news covering the latest releases and parties. The site uses frames so you'll be able to view it from a single browser, but it will look better with the latest version of Navigator.

While we're plugging *Mixmag On-line* we may as well point you in the direction of *snaps* born from where you can access web sites run by a range of other *DMAP* magazines such as *Q*, *Total Spin*, *Empire*, *PRISM*, *Salon*, *Q*, *Wired* and *Wired* more.

**The Lur** is a new online magazine aimed at Anime users. At the time of writing there's not much to see but by the time you read this it should have expanded to a more substantial site. It seems to have to be a broad membership so why not visit the webmaster with suggestions of what you'd like to see in future.

Maybe pigeon racing is more your kind of thing! **The UK Pigeon Racing Page** claims to be the first ever pigeon Internet site, and who are we to argue? It is maintained by a Mr John Carter, who "organises but doesn't race" races, raises pigeons, and does the Internet bit purely for the enjoyment of fellow fanciers. The site has lots of neat features listed around it, including animated GIFs and pictures (top up the funds, so this is another one that's best viewed with a browser that supports these features). Areas include news, an international fan club directory, offering all pigeons, a racing news guide to pigeon's, lost pigeons and plenty more.

If you've got a few grand burning a hole in your pockets and a wall in your living room that is looking rather plain, take a look at the *Boris Yelisei* and *Julia Ball* on-line galleries. Here's where you, too, can buy original

artwork for £2000 upwards. These pages can be accessed from the *SP-Lovers* web site, which has a list of links to other fanzine sites, a free board and first links to an area I claim related pages too. This is a great starting point if you just want to drift around the net looking at some decent artwork.

The another wonder of the modern age that gives us one last reason to leave our homes is on-line shopping. **CD Now** is a service that specialises in selling that's CDs. It is based in the USA, which has advantages and disadvantages for European customers. The disadvantages are obvious, mainly the time lag due to the transatlantic postage. However, the main advantage is that you can pick up Ameri-can CDs sooner and cheaper than if you bought them in Europe. Most music shops put a hefty price on imported CDs, so you can make quite a saving, especially if you order a few at a time. We've used the service and found that saving of your credit card billing can be a bit weird, and it seems to be far easier as to whether you're charged import duty or not when they arrive at your end. Overall it is not a bad way to get hold of certain CDs that would otherwise be unavailable or very expensive. ■

**Tony Morgan**













# HOW TO CREATE TOP CLASS AMIGA GAMES WITH YOUR MOUSE!

Have you ever dreamed of creating your very own Public Domain or Commercial software products without having to program?

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**REALITY** THE ULTIMATE SOFTWARE CONSTRUCTION KIT is a REVOLUTIONARY new product from B.J.M. Promotions, a company located at the AMIGA Software Market for over five years! This product is a BREAKTHROUGH in software design and allows anyone with an AMIGA computer (regardless of their age or intelligence) to create both Public Domain and Commercial software products in virtually no time at all using nothing more than their computer's mouse! It can be used to create games, demos, educational software etc. much much faster and easier than ever before throughout the history of computerized REALITY is the nothing you've ever seen before on the AMIGA. Now for the first time you can access the awesome power of your computer with considering a fee and still be doing TOP CLASS AMIGA software in less than 10 days! Doing nothing more than clicking the buttons around the mouse or moving the mouse cursor around the screen. That is, it's so easy you will not believe it! No programming is required whatsoever!

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- Create Educational software that's a single character in a full blown disk image that also graphics, music and sound effects to your software with ease!

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**You'll also get FREE membership to the Reality User Club!**

This will provide you with a phone hotline, a post get for allowing you to contact and work with the editors! MASSIVE REALITY assistance that extend the guide! You will also have access to a HUGE range of software that has been created using the REALITY system and 100's of graphic images, sound effects and music tracks which you can use with your own software! We are willing to publish any software that you create using REALITY or if you wish you can have other computer in publication! The REALITY user club can supply you with ALL the graphics, sounds, sound effects and items that you need to create superb software with this system! ALL the hard work has been done for you!

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Screenshots of games created with REALITY



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## Announcement

Due to circumstances beyond our control, this offer for instruction manuals for Imagina 4.0 as advertised in the March 1987 issue of CU Amiga Magazine is not available. No orders placed for this offer will be fulfilled due to insufficient stocks of the instruction manual. All cheques and money orders sent to Impulse Inc in connection with this offer will be returned. CU Amiga Magazine apologises for any inconvenience this has caused its readers.

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# FAQ

## Frequently Asked Questions

**Different graphics programs offer varying features but is there any real difference between them?**

**CU Amiga Magazine explains it all.**

**■ Q. What's the difference between structured and bitmapped graphics?**

■ **A.** A structured art program works with coordinates and other information to build its display rather than processing a block of memory containing pixels of different colors. For example, a circle would be stored as a location and an angle rather than a collection of pixels in the shape of a circle. Other information stored includes details on the color and thickness of the line which draws the circle and whether or not it is filled with a pattern. A structured art program will use these descriptions to create a display on screen so you can see what the image looks like but remember this display is only an approximation limited by the resolution of the screen mode used to display it.

**■ Q. What's good about structured graphics?**

■ **A.** The obvious advantage is that structured graphics are usually less expensive. When you come on on a structured drawing it is stored with the same data as it always got (every line is always one byte long). Take clip art for example: there are megabytes of clip art in structured format in the public domain. When you load a picture of an art, you can shrink it and stretch it and it will still look as good as the original.

Structured art often takes up less storage space than a bitmapped graphic and is easier to edit. For

example, you may wish to change the colour of part of the drawing with structured art (the image affecting only the lines and shapes you require and changing their properties). A structured art drawing is like many layers applied on top of the other. It's easy to adjust one element without messing up the others. With a bitmapped program this would be difficult if not impossible.

Many people also find it easier to draw using a structured art program. The ability to draw a line and move it or add a shape and then not so 1 is a big advantage.

**■ Q. Any disadvantages?**

■ **A.** While perfect for line drawings and other stylised shapes, structured art is useless at showing a detailed image such as a scanned photograph. A bitmap which has information on the colour of each pixel is much better. With bitmapped paint programs you can also apply filters. For example, blur or emboss and use shading and smooth options. This is impossible with structured art programs. No filters are also more standard with bitmapped images and showing GIF and JPEG images between other platforms is much easier. Finally the Amiga can animate bitmapped pictures much easier than bitmapped ones.

**■ Q. What about scanned photographs?**

■ **A.** If you want to play with detailed images, use a bitmapped

program such as Personal Paint, Photopaint or Art Effect. You'll need to be able to process each pixel at least on Apple II-like and paint directly into the image.

**■ Q. Which one is suited to the graphics on my World Wide Web site?**

■ **A.** As you will need to transmit your images, a GIF and JPEG format (the obvious answer is to use a bitmapped paint program however). The structured art program such as Draw Studio is a very useful, especially when it comes to scaling buttons and so forth. Draw Studio allows users to be saved out in vector form and the final image can be saved as a GIF bitmap. It is also easy to delete a button and add different text to it and save the image out as a GIF.

**■ Q. Which is better for desktop publishing?**

■ **A.** Apart from when you are making photographs structured art is much better. Anyway, since it's hard to tell if the picture is in a resolution of your screen which is usually very high, much higher than a monitor for example. This means curves and lines will appear totally straight and very crisp and sharp. In addition, if you like playing with effects, structured art programs usually offer more tools and features than a paint program.

**■ Q. What about video?**

■ **A.** Bitmaps are best, although the ability of Draw Studio to cut out bitmaps means that it is possible to make use of as fast rendering tools and then save the image out as a GIF format. This can then be loaded in a bitmap program like Deluxe Paint or a

video editing program and used with a graphics to provide captions for video.

**■ Q. Animations?**

■ **A.** Structured art programs are easily used in animation software but not only a package such as MovieMaker has made animation with vector bitmaps systems.

**■ Q. Can I use structured art with my WP?**

■ **A.** That depends on the format in which your structured art program saves images and the format which your word processor supports as the answer is a depends. Contact the companies responsible for both to make sure they can talk before buying.

**■ Q. Which type should I buy then?**

■ **A.** Ideally both, you will find that you use both a vector and a bitmapped program depending on the application at hand. For example, you may find yourself drawing a graph or chart in a structured art program and then loading it into the bitmapped program to add more details. Or you might create an object in Imagine and then load it into the structured art program to add labels. ■

John Kennedy

**Paint programs**  
Here are some examples of well known bitmapped and structured packages.

| Bitmapped      | Structured   |
|----------------|--------------|
| Deluxe Paint   | Draw Studio  |
| Personal Paint | MovieMaker   |
| Art Effect     | XXPaint      |
| Photopaint     | Design Works |



# Masterclass

**If time is money then switching to using the shell will save you a small fortune. So stop hanging around with WIMPs and make the change.**



**1.1** **Implications of the All-England Survey**

I might seem strange to use Command Line Interface (CLI) or Shell in the Amiga when there is such a good Graphical User Interface (GUI) such as Workbench available. Surely the point of the GUI is to overcome the need for typed commands in the first place?

Doctors of other computer platforms might agree but the design is different. Yes, it's compatible with the practically everything from the 1980s. The IBM preserves a powerful and useful interface all along the same thing.

Here's an example: Imagine you need to jump all the JPG files from your hard drive in a hurry. From the Windows Explorer, you'd have to look through the items and select them one by one. Before hitting Delete from the pull-down menu, what happens if the files are scattered in multiple directories? Well, you'd have a long night in front of you.

The alternative is to open a shell window and enter something like

**Abstract**

This highlights one of the main differences between how a GUI and a CLI work. With a GUI, it's up to you to select the files by either clicking on them or dragging a box around them. It's a great tool for selecting a small number of files but if you don't know where the files are or if there are a lot of them, it can be a pain.

You might be wondering how the Shell can afford to give the 50 best and delete ALL the (50) less good on the computer no matter whom they are hired. It is not particularly easy and I made a failure last month when I led me the trap of thinking that I knew how to

use LIST properly. My remarks concerned the use of the ALL keyword. If you use ALL, then any persons matching is only done at the top position. So, if you want to access

**Keywords:** child sexual abuse; disclosure; social support; self-esteem

That's why those files ending in .JPG is the correct category and be classified not those in the subcategories. This is a bit of a nuisance. However I've been waiting to discover a way around this and the result is one heck of an amazing LISP command! If you like logic programming, then you'll love this package. If you do want your way through it, I can guarantee that you'll know a heck of a lot more about Amalgamo than when you started. I certainly did. [Amalgamo](#)

So, here's the problem. We need to find and delete every file ending in ".JPG", no matter where it is located on the hard disk. Just for the moment, I'm going to substitute *vt* for *delete*. This is the name of a program which will display the .JPG file. It's always a good idea to try something instead of *delete* when you see spaces and/or wild cards. I am a bit paranoid.

**Abstract**

If you're a Mac user, how would you get a list of all files ending in .JPG if you know the directory they were located in. Assuming the directory was called pictures, you would use a command like this:

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

[illegible]

However, this would be similar to list of structural genes, which is well understood in the chapter on



**Is there a thing you wish the public knew about the NHS or the industry? Or that you want all the NHS staff to know?**

deleted the files. To achieve this, you use the **FORMAT** option. This allows us to add **MAC** and control how the filename and path are displayed.

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When you enter the command, you will see output like this:

976 [gal@cs.mcgill.ca](mailto:gal@cs.mcgill.ca) : 3000  
 977 [gal@cs.mcgill.ca](mailto:gal@cs.mcgill.ca) : 3000  
 978 [gal@cs.mcgill.ca](mailto:gal@cs.mcgill.ca) : 3000

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**Figure 1**

Having the above displayed at the Shell isn't useful. Although the right text is interesting, it's not doing anything. Instead we need to run `set` in a file. This means that the above isn't displayed but instead is stored in a text file. The file can then be used with `EXECUTE`, the command which loads a file and runs each command line by line.

To reflect this change, we revised the original LCU to become the

[illegible]

The closest it ever gets to the RAM disk called `scsi0`, and you can make the commands make changes by using `scsi0` like this:

[illegible]



### Step Four

Now we are half way there. All we need to do is somehow automatically pass to the `LIST` command a list of all the directories it should search through. But hold on, this is exactly what `LIST` is fed to obtain a list of all entries, we require one `LIST` like this:

**Test all dirs quick**

However we need the list to include the path to the directories rather than the names alone. So we use the `LPFORMAT` keyword again like this:

**List format "type" all dirs quick**

This provides a list of all the directories and their paths.

### Step Five

Now we need to combine the two different `LIST` commands above into one. This is why it is worth to get a little tricky! As you can see it is possible to include extra commands in the `LPFORMAT` string to make a new script. This means we can include the full `LIST` command used above here is a first attempt:

**List format "List format "type" type" type"/%i quick = +  
newscript" all dirs quick**

This looks pretty scary to start with but look carefully and you'll see it consists of a list command which creates a list of other list commands. There are several problems with it though.

**List format "type type" +  
newscript? .jpg**

### Step six

You cannot have quotes on marks entered like this. The quotation marks which make up the internal `LPFORMAT` string will need to be escaped. There is a magic `AmigaDOS` command to do this, escaping of a quotation mark you use an asterisk and a quotation mark together.

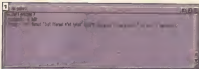
Secondly there is a problem creating the script, ignoring one other problem for the moment, the above `LIST` is designed to create output like this:

```
List format "type" pictures? +
%i .jpg quick = newscript
List format "type" graphics? +
%i .jpg quick = newscript
List format "type" games? +
%i .jpg quick = newscript
```

The problem is that each line will replace the script created by the previous line. Instead of the `>` redirection symbol we need the `=` symbol as this appends each new line at the end of the file rather than creating a new one.

### Step seven

There is still one day left in the marathon `LIST` command, the `type` appears twice



1. Please excuse the command, even the author doesn't use the `LIST` that often! Here's what it will look like



2. Notice it looks great, everything is being fed in for %i



3. Now you can see the script.



4. The asterisk now stops, which really does



5. It looks like it's fine, no more problems with things of the kind



6. And now that, you can see the script.

These are the special markers which are replaced by the path and name of the file or directory. But we don't want the last part to be replaced by the file and path name, as we want this to happen when the created file is executed. Unfortunately I haven't yet worked out a way around this (go back if you do, you'll be good enough to get a trophy in the near future I've represented it with a %). This means that at some point you'll need to load a text file into a word processor and perform a global search and replace.

### Step eight

OK, let's use our awesome list command to find all the `JPG`s on the hard drive and create a script which will display them all. That's all enter this:

**List format "List format "type" +**

```
type" type"/%i .jpg quick = +
newscriptLgdL
```

After all that, you might be wondering if it wouldn't be simpler to make do with the `GUI` and spend several days looking for all the files yourself! Well, that is one of the amazing things about computers - you often find yourself spending a long time trying to find an easy way to perform a tedious task. This computer is no exception, but you might find a useful job as you can make scripts as you search for `JPG` Avifs or `LZH` files which could then be copied to removable disk. It's incredible how much disk space you can free up when you purge your system from garbage. May you are unhappy to ever need again. ■

John Kennedy











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# Backchat

Please note our new address will be CU Amiga Magazine, EMAP Images, 37-39 Millharbour, Isle of Dogs, London E14 8TX.

## Tower power

You recently mentioned that you would be doing a feature project on obtaining PC power supply for use with an A1200 and, judging an A1200 is a tower case. Although I already have a Goliath power supply I would be very interested in a project to put an A1200 into a tower case and using a PC power supply which normally comes built into the tower. This would enable me to use my two IDE hard disk drives and CD ROM and to get a (Rascal) 1240 accelerator. I have only seen the Eagle tower for the A1200 advertised but at £180 for the case and £60 for the power supply this seems rather pricey. A standard PC tower costs about £60/£50 including power supply. The only problem I see is with the top panel where it would be nice to have the Amiga motherboard slot in to provide straight access to all the ports - no need for messy cabling. If a cheap enough solution came up it would probably attract loads of readers who would rather buy 16MB of RAM than spend twice that amount on a case!

**Barrie Alderson, Eireland**

You and a thousand people like you have been making it so easy on this subject. So to please you all the floor of a centre we have to build your own tower starts this issue. Thank you.

## Demos for me

I just want to give the names on the demo's selling companies a bit of an argument. For me they could not be further from the truth. There has been many a time when I have used a demo of

spring software which I would never have dreamed of buying for example (Browns, Super Tennis Challenge and Syndicate). But after giving the names, cover disks and demos, I went straight out to the shops and bought them. I also would probably have never upgraded from the 600 if I had the limited choice of Amiga's, your PageServer demo was the one thing that made me go out and buy a pentax. Then, when magazines started putting CDs on the covers, I went out and got a CD drive, a hard drive and a system. Realising the need for extra memory and speed to make use of all my new toys, I purchased an CD accelerator and 4MB fast RAM. All this from a few cover disks - and this is killing the Amiga! And what about all the Injurious Demos of AmigaC and AmiTTF? Surely the shareware demos are the main source for the programme?

I say gift to those far off and unconnected ideas, the software demos (IDE) of the Amiga a great deal. Now if only you magazines could start putting more limited hard drives and accelerators on covers, then the market would really pick up.

**James Cagell, Eireland**

## A colourful job

We are a new team of games developers who are looking for a graphic artist to work on our planned commercial releases. Experience with Imagine and Real3D is required.

For more information please contact: Alexia Thompson, Team Manager, 17 Gank Gardens, Ryde Isle of Wight PO33 2ST

## Spain says no to floppy disks!

Well, I'm a Spanish Amiga user who reads your great magazine. I have a CD drive and I buy your mag every month but I'd like to know why you don't send the CD version of CU Amiga Magazine over here. I have a lot of floppies with a few MB on but compared to the massive 600MB that I could be getting from your CD it's a shame. Nobody would prefer a floppy instead of a CD... even if someone doesn't have a CD unit, when they get one of five or six CDs they'll soon realise that they need one. This situation happened in the PC market three years ago. Now users to wake up! Nowadays all serious magazines sell floppy disk versions. We are giving the computer community reasons to laugh at us. How can we expect people to think that the Amiga is a serious computer if you are still putting out floppy disk versions in 1992? So, please, stop selling the floppy version, you are holding back the Amiga's development. It's a long backward...

**Fco, Spain**

*And another one*

In Spain it's impossible to buy a copy of your special CD edition. I suppose you make two different editions because some users want to spend it for others. But your most progress like PC magazines did three years ago. Then, no PC user had a CD-ROM drive, the magazines started to sell CD-ROMs never done and everybody began to buy CD-ROM drives. It's true you can "motivate" the Amiga community to upgrade their setup by giving away only CDs in your edition, when the "NO CD-ROM owner" realizes that he has three or four CDs full of MB, surely he will buy a CD-ROM drive. The funniest letter I read in your magazine was the one which told you that you were failing the customer by giving away gifts and books on your mag and another one is telling you that you were pulling the leg by including a life or value of "three" on the CUCDR. I think that there are the kind of people who will read you letters telling you that they would prefer a 600M floppy to a 600M CD! Please, print this letter, it could help people to wake up!

**Miguel Ramos, Spain**

These two letters were just one of many similar ones that we have been receiving lately. We have contacted our distribution department about the matter and they will be trying to improve the situation. While we agree that there is no world more market for the CD, there are still a lot of people who want the floppy disk version only.

## You lie

I've just purchased your latest mag with super CD ROM 7. On the CD they say that the CD is 150%

full but when I loaded it I found it was only 380MB. If it was full it would be 600MB. CD ROM 8 was only 480MB full and CD ROM was



Apple's not presenting the obvious solution, is it not? Because it will not be worth getting the CD version of the magazine because the floppy disk issue will have more on it at this rate. Please could you tell me where the missing files, have gone. All the above mentioned CD covers say 100% full. Mine is not.

**Mr M Stevens, Kent**

When we say the CD-ROM is full, it is full. The trouble is question where the data tracks have less than 90% percent, usually fill the rest of the CD. You can access that by using a CD-ROM player program or playing most 3 accounts on a normal HiFi CD player. Sometimes when the data track is not 100% full we make sure it is by using the rest of the space to present ultra-high quality 16-bit copies of reader reviews. We do not use any conditioners that use CDDs, we use standard value for money even with half the material present on them.

## Happy to be

I remember about 3 years ago you were told we were going to show the developers and publishers that were left on the Amiga came there did care and that we were well prepared to spend big money on. While I'm not sure enough to state that myself and a few others scored a few hundred pounds on some new hardware and software would bring developers and such like to return whatever I did however small and still do agree that the Amiga is worth the time effort and money for the foreseeable future.

With the PD and shareware side of the Amiga fully burning new things are surely a lot better than you would think. However, the attitude of the software companies doesn't reflect this.

I have done enough this time as you might say having used a Spectrum 48K for many years before getting the Amiga. When the 48K inevitably succumbed to the joys and pleasures of the 16 bit, I was a slow gradual process, companies were still prepared to create software on multiple platforms. Whereas now before the 16 bit is in the coffin on the Amiga almost all of the people who grew rich from the Amiga users have not only also done the Amiga but the more thousands of people who have invested time and money in it. I can only believe now that there

many others called it a mistake, customers, putting aside for above anything else. But it is important to a certain extent, but surely if these companies maintain such a short-sighted outlook all they will be able in the long run is a vastly heightened market. Take for instance, all the 8-bit users who lagged on then the Amiga and 57 users who in turn have returned to using the Amiga simply for the sake of higher graphics.

Then there is the PD/OS and Magazine owners who again have seen their market for software collapse again with companies not stopping product on it because it isn't economical. With such advances in technology that the software and hardware manufacturers have lost upon us, the market grows, increasing demand. I have been patient in abandoning those who choose to play with an older machine, when there is plenty of money to be made in it. I mean we don't ask the software about sales more that software used to enjoy do we?

The choice now for computer people who only wish to use computers is either a PC or the Mac. Surely the PC choice is a step back from where the Amiga users have been heading? And for the Mac, well just how much do Mac users have to pay for software, especially business software, when in comparison with the Amiga prices are far above what we are used to paying. Is the price of any greater technology an ever greater financial cost? Granted we get more power from computers for our money now than ever before, but exactly where is the affordable, some computer of years hence? While can afford to go into Deane and pay £1500 for a computer?

Considering the user to which most can put it to terms, this is seriously skewed. Well, I bought my A1000 for what I knew it can do and with so much shareware being available I can still expect to move on. I guess that makes me yet another addition to the ever growing heightened market.

**David Caswell, Warrington**

## Group sessions

Just got a new Amiga? Want to know more about it? You are well come to attend the Huddersfield Amiga User Group Meetings we held fortnightly covering various topics such as CDP graphics, comms, word processing, CD-ROM music, art programming and languages, come. If you want

to know more about it, the subject themselves probably for someone there who knows about it. Find out how to connect the Amiga to the Internet. For further information please contact Geoff 01434 540304 Tony 01434 668990 Robert 01434 664202

**Robert Greenham, Huddersfield**

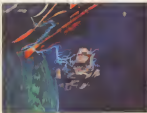
## Just another one

Please could you inform the Amiga users of Northall that there is a new Amiga group that has been started. We currently have over 30 users and are welcoming any other Amiga users to come and join our Amiga group which offers a mailing place for all Amiga users. The Group is based near Horwath in Pateley and the organisers of this group John Kelly can be contacted on 02088 015096

**Carl Warren, Bradford**

## Faster breed

Several months back I faced a challenge to collect 16,000 A1000s. David Jell made money on 16000 pound earnings. Well to those of you out there who were disappointed by the same two or three I hope you're disappointed and try 16000 Later Patch by Dr. Lutterbach. Running at 16000 it's the only doubles the frame rate in full screen mode and makes the game very playable with all the profit.



## THE FAN SIDE By GARY JARSON



watched on! You even get an occasion to use individual patches, as informed me it actually moves than the faster side achieved. I have reviewed Email from Als indicating that much more can be done with the engine if team 13 will release the source code for ARCADE into the public domain and that there will be no more updates to suggest until that happens. I realise that this is no trivial request but maybe team 13 might make it happen. Thank of the good it would do the Amiga platform community if the source no such an advanced program were available.

**Pete Hill, Bathurst**

The source code for ARCADE was actually included in last month's issue CD, or if anyone else wants to have a go, it's all there.



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# Points of view

## Carry on as you are



By Tony Hargan

It's taken a while, but at last it seems the average Amiga user now has a pretty powerful system at their disposal. There have always been those who would upgrade their Amigas to keep abreast of the latest software developments, but until recently there was still a significant number of Amiga users running very basic set-ups but still expecting to be able to work wonders. It's nobody's right to disparage the buying decisions of another despite the upgrade or die-themed editorial comments

using all read too many levels in the Amiga press, and if someone still thinks their 10Mb floppy only 4800 fullbytes for the needs, then too everyone has their own special uses for their computer and will modify their system accordingly.

However, now that many more Amiga users are running far more capable systems (as preliminary findings from our recent reader survey suggests), the whole Amiga scene is in a much better position to move forward. This issue sees the first of a three part series on how to overcome the limitations of the A1200 by implementing a true PC tower case (mostly) response to an overwhelming number of requests for such a feature.

If you're one of those who has yet to expand the Amiga beyond its box set-up, you're in luck. There has never been a better time to bring your Amiga up to date, especially if you're an A1200 user. You can now get a 25MHz 68030 accelerator card with an extra 4Mb of RAM on board for less than £100. Or around the same price you could get a fully 68030 hard drive. Just these two additions alone will revolutionise a stock A1200 beyond all belief and open the door to all kinds of new possibilities. And then of

**“ You can now get a 25MHz 68030 accelerator card with an extra 4Mb of RAM on board for less than £100. ”**

course there's the ever cheaper CD ROM drive, which you could add to your Amiga for as little as £90 (as covered in the December 1995 issue of CU Amiga Magazine).

There will inevitably be a certain sector of the Amiga scene which stays firmly rooted in the past and there is a good reason for that. With an already high cost computer retailer and you'll be lucky if you're offered anything for less than £1,000. There is no reason why this should be the least price for a home computer but that is the way it is at the moment. Apart from all these, the Amiga option.

Have another computer that you can plug into your TV to play games and use lots of applications so incredibly, but also upgrade cheaply and efficiently to match our most popular PC systems in and when required.

Most Amiga users have now realised that the upgrade path to an extent that is beneficial for the whole scene. Let's keep it rolling. ■

■ Tony Hargan is  
CU Amiga Magazine's Editor

## Get off that fence



By Lisa Collins

Currently a lot of software companies are too busy sitting on the fence getting splinters up their bottoms. A worrying trend amongst the bigger names seems to be a stick one level

into the Amiga market to test the water and before said dip has time to even get wet I switch it back, not again until further notice. What am I talking about? Broken promises that's what. I'm tired of listening to software companies blather on about their latest, mostly finished, game that will be the best game ever to be seen on the face of the earth hence. Don't get me wrong, I've never heard hearing about new Amiga releases, it's just when you get all the information about a new wonder release, see it in a store or loading time, as it prevails and it's up a few weeks later for the final review and then... oh yes, well you are going to concentrate on our other for info until you know what is happening on the Amiga before we release the game or develop any further games.

Well I know what is happening with the Amiga market, generally, refers to and we find out with our

**“ Currently a lot of software companies are too busy sitting on the fence getting splinters up their bottoms — ”**

Let's get this straight, 1997 isn't us in a much stronger position than ever before. We are no longer relying on one company to save the day. There are several big companies such as Quicksil, Phase II and PMS who are already developing either Amiga clones or Amiga Operating Systems. Having one failed partner will reassure many but it won't change the fact that there is and always will be an Amiga market. There are thousands of people who already have Amigas, who have the cash and are just dying for a last decent game to prove that so they can buy it. Now if that isn't a ready-made market then I don't know what it is. ■

■ Lisa Collins is  
CU Amiga Magazine's  
Deputy Editor



## Back Issues

You don't miss a thing do you? Yes. Well why are looking at this page then?

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